

92

Washington Redskins

Offense

AUDIBLE SYSTEMAUDIBLE MECHANICS:

1. The audible system is based on the repeat of the snap count called in the huddle by the QB. FOR EXAMPLE, if the snap count is on BLUE and the QB repeats the _____ call after the "SET" command, the next number is a "LIVE" or "NEW" play.
2. Whenever a live audible changes the original play, our snap will remain the same as called in the huddle, which has been repeated on the line of scrimmage. Dummy audibles use colors and numbers not related to live calls. Note: Cannot call an audible when snap count is on "Go."

3. EXAMPLES:

HUDDLE CALL: TRIPS RT 40 GUT ON WHITE

LINE CALL: "DOWN"
 "SET"
 RED 30 - DUMMY CALL
 RED 30 - DUMMY CALL
 HUT
 HUT - BALL SNAPPED

HUDDLE CALL: TRIPS RT SCAT RT 85 DODGE ON BLUE

LINE CALL: "DOWN"
 "SET"
 BLUE 40 (GUT) - LIVE CALL: CHANGE PLAY TO 40 GUT
 BLUE 40 (GUT) - LIVE CALL: CHANGE PLAY TO 40 GUT
 HUT
 HUT
 HUT - BALL SNAPPED

HUDDLE CALL: RIGHT FORMATION 989 ON 'GO'

LINE CALL: DOWN
 "SET"
 "GO" - BALL IS SNAPPED

4. AUDIBLE NOTES:

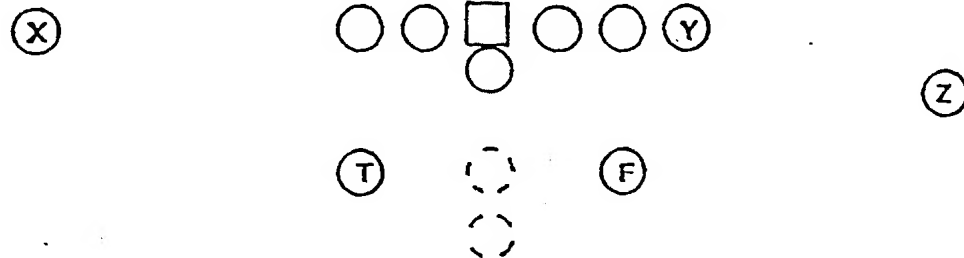
The QB will be directed to audible into or out of specific plays VS. specific defensive looks by formation.

THE AUDIBLE PACKAGE WILL BE BASED UPON:

BOX	-Number of defenders on the defensive front.
SIDE TO SIDE	-Number of defenders either side of Center.
PERSONNEL	-Where a specific player is located.
LOOKS	-Specific front or coverage look.

ALIGNMENT

2 BACK: (SPLIT/I RT)

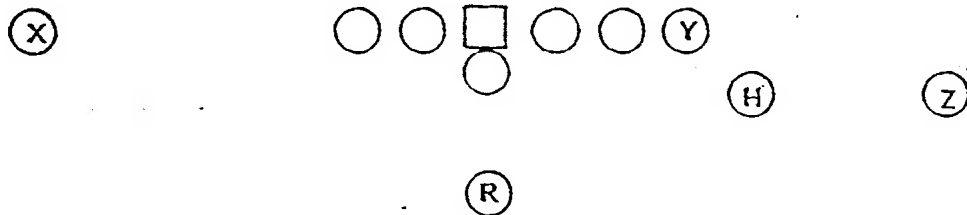


T - Toes at 5 1/2 Yds. from the L.O.S., foot to foot with the Tackle.

F - Toes at 5 1/2 Yds. from the L.O.S., foot to foot with the Tackle.

I - F Toes 4 1/2 Yds. from the L.O.S.

1 BACK (Trips Rt)



R - Q position - Toes at 6 Yds. from the L.O.S., behind the QB.

R - T position - Toes 5 Yds. from the L.O.S., foot to foot with the Tackle.

LINE:

Guards split 3 Ft. from Center -- Tackles 3 Ft. from Guards.

Base alignment is down hand even with with Center's belly button.

Y:

Basic split is 3 feet.

On-Off the L.O.S. or split out by formation.

H:

Basic split is 3 feet.

On-Off the L.O.S. or split out by formation.

X-Z:

Basic split is outside the numbers by ball location.

On-Off the L.O.S. or split tight by formation.

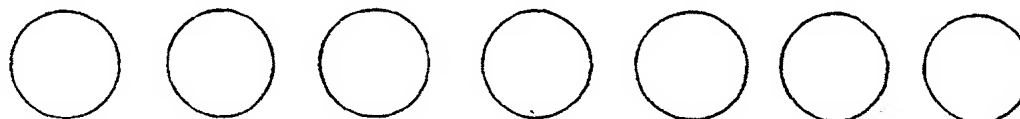
RUN MECHANICS

HOLE NUMBER SYSTEM:

Even numbers Right

Odd numbers Left

90 70 50 30 10 20 40 60 80



Each hole indicates the area to be blocked.

For each play, the point of attack will have a descriptive word added to describe the backfield action and blocking scheme.

Run strength is the Tight End (Y) side.

Run play call:

Trips Right 40 Gut
40 Hole
Gut Blocking
Gut Backfield Action
Gut Ball handling

PASS MECHANICS

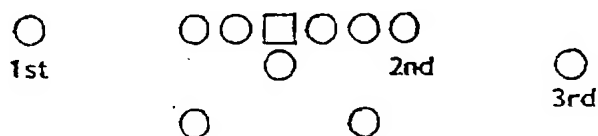
PASS SYSTEM: PROTECTION--RECEIVER PATTERN--BACK ROUTES

PROTECTION: EACH PROTECTION IS NAMED

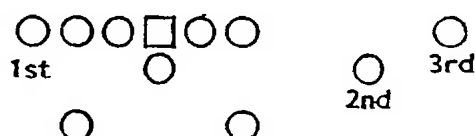
RECEIVER PATTERN: INDIVIDUAL ROUTES ARE NUMBERED

Outside routes are: 1-3-5-7-9
 Inside routes are: Zero-2-4-6-8
 Pass strength is the Two-Receiver side.

NORMAL:



SLOT:



3 digit call - 585: WSR 1st Digit ISR 2nd Digit SSR 3rd Digit
2 digit call - 85: ISR 1st Digit SSR 2nd Digit WSR Mirror SSR Digit
1 digit call - 5: WSR 5 ISR Memorize SSR Memorize
Possible 4 digit call - Receivers assume numbers by formation
Possible name call - Receivers memorize pattern.

BACK ROUTES: Individual routes are named

Single Call - T Peel: Onside Back peel - Offside Back memorize.
 Double Call - F Cross Sneak: Onside Back cross - Offside Back sneak
 No Call - 735 Y Pump: Backs memorize

PASS PLAY CALL:

Split Right
 Base -- Protection
 585 -- Receiver Pattern
 F Cross Sneak -- Back Routes

NOTE: Backs/Receivers be alert to the formation-protection-pattern-route calls in order to assume individual assignments.

GAME SITUATION

KNOW THE SITUATIONS

KNOW THE DEFENSIVE TENDENCIES BY SITUATION

KNOW HOW DEFENDERS PLAY BY SITUATIONS

1st - 10

2nd 1-6

2nd 7+

3rd 2-6

3rd 7+

SITUATION:

RED AREA +25 IN

SHORT YARDS

GOAL LINE

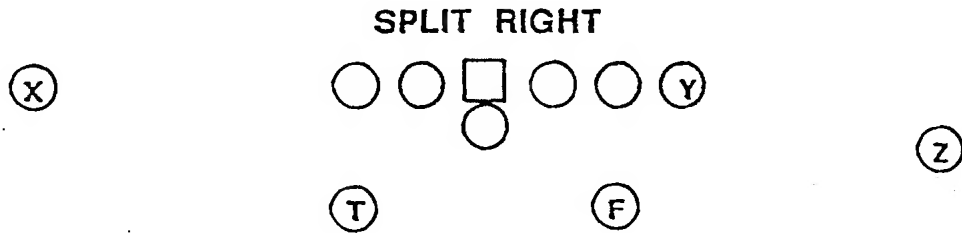
2 MINUTE - AHEAD END OF HALF/GAME

2 MINUTE - BEHIND END OF HALF/GAME

We already know the play and the snap count--the ability to anticipate the defense is directly related to knowing how the opponent plays in any given situation.

FORMATIONS NOMENCLATURE

1. 2 BACK:



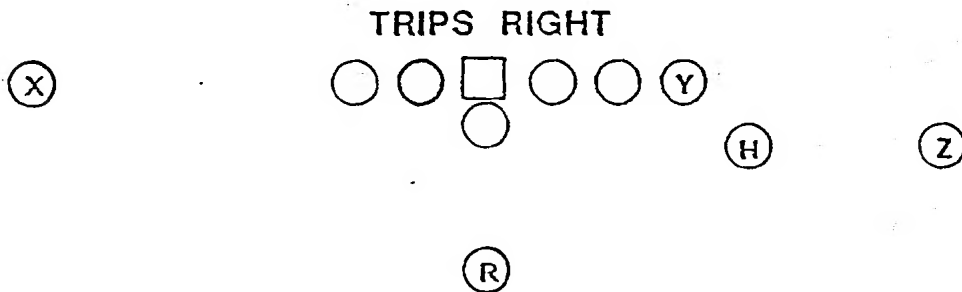
X-Z - WIDE RECEIVERS

T - TAILBACK

Y - TIGHT END

F - FULL BACK

2. 1 BACK:



X-Z - WIDE RECEIVERS

R - REMAINING BACK

Y - TIGHT END

H - H BACK

3. The Y (TE) aligns to the call: RIGHT/LEFT.
4. The Backs align by the formation call: NAME
5. The Wide Receivers align by formation/variation call: NAME
6. RUN STRENGTH - to the Y (TE) side.
7. PASS STRENGTH - to the 2 Receiver side.

NOTE:

Defensive front calls are by the Y (TE) location.
 Defensive coverage calls are by the 2 Receiver location.

FORMATION TERMINOLOGY

- | | |
|-------------------|--|
| 1. STRONG SIDE | 2 Receiver side on pass - Y on run. |
| 2. WEAK SIDE | 1 Receiver side on pass - open side on run. |
| 3. CLOSED SIDE | The side with an End next to the Tackle. |
| 4. OPEN SIDE | The side with no End next to the Tackle. |
| 5. ON SIDE | The side of the formation to the play. |
| 6. OFFSIDE | The side of the formation away from the play. |
| 7. Q POSITION | Back aligned behind the QB. |
| 8. T POSITON | Back aligned behind the Tackle. |
| 9. NORMAL | X aligned opposite Y and Z. |
| 10. SLOT | Y Aligned opposite X and Z. |
| 11. SHIFT | Receiver/Back move then set before the snap. |
| 12. MOTION | Receiver/Back move during the cadence. |
| 13. FAKE MOTION | Start motion called, then return to original position. |
| 17. ADJACENT RULE | Backs/Receivers never line up next to each other on the L.O.S. |

FORMATION PERSONNEL

REGULAR	1 TE - 2 WR - R - H
2 TE	2 TE - 2 WR - R
3 WR	1 TE - 3 WR - R
4 WR	4 WR - R
HEAVY 2 TE	2 TE - 1 WR - 2 RB
HEAVY 3 TE	3 TE - 1 WR - R
JUMBO 3 TE	3 TE - 2 RB
JUMBO 4 TE	4 TE - 1 RB

CALLING FORMATIONS

SEQUENCE FOR FORMATION CALLS

1. Any shift by Receivers or Backs.
2. Backfield set.
3. Direction of TE (Y) - Right/Left
4. Receiver adjustments - Tight/Wing, etc.
5. Receiver motion (X-Y-Z)
 - Into the formation call: Spread Rt Zoom (Z) / Fly (Y)
 - Out of the formation call: Double Rt Spear (H)
6. Back motion (R/T - F/H).
 - Out of the Formation call: Trips Rt Whiz (H)

SHIFT/MOTION SNAP

MOVEMENT STARTS:

1. SHIFTS start after Down or Down-Down
2. TE/H MOTION starts on 1st color
3. TE/H QUICK MOTION starts on 2nd color
4. X/Z MOTION starts on 1st color
5. R MOTION starts on 1st color

MOTION SNAP COUNTS:

1. Basic on White
2. Fake on White
3. Long on White
4. Quick / Short on Red
5. Blue / Double Down / Double Cadence
6. GO - Motion starts on the QB's heel flick, i.e. HUMP

HUSTLE CALL BY THE QB:

1. Calls off all movement
2. Used when clock is short

2-BACK FORMATIONS

SPLIT RIGHT (Slot)



(Z)
SLOT



Y



FAR RIGHT (Slot)



(Z)
SLOT



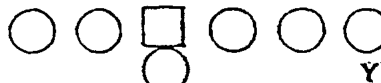
Y



NEAR RIGHT (Slot)



(Z)
SLOT



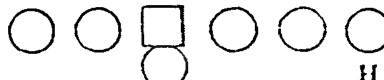
Y



1 RIGHT (Slot)

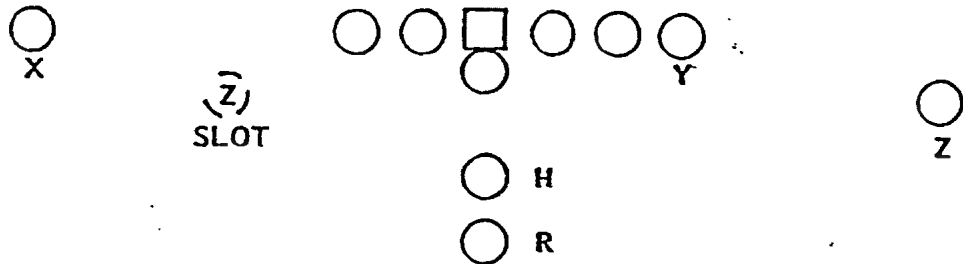
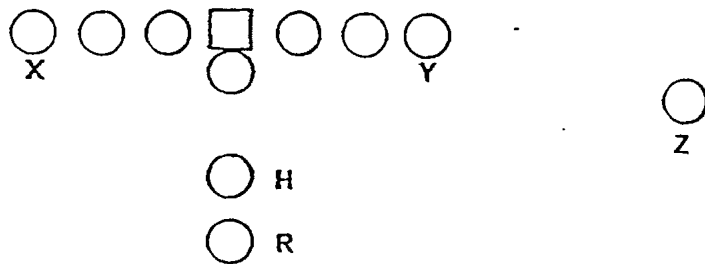
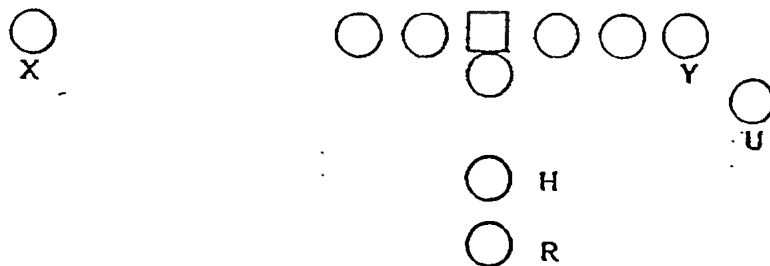
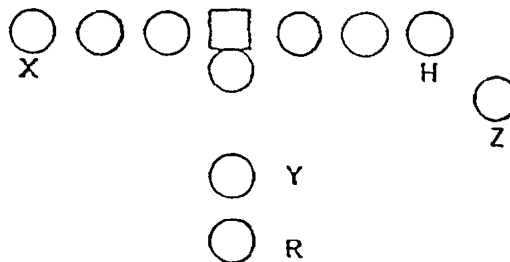


(Z)

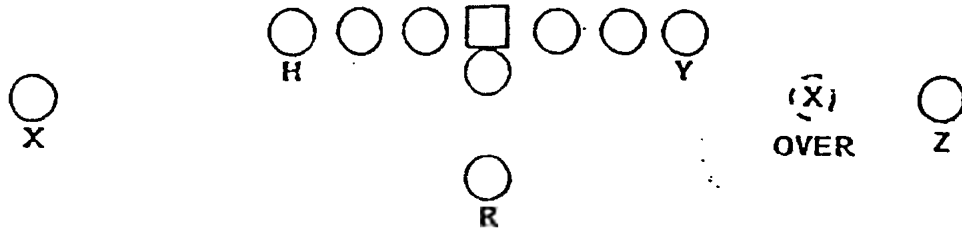
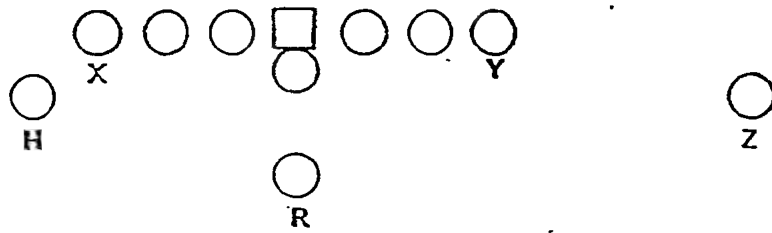
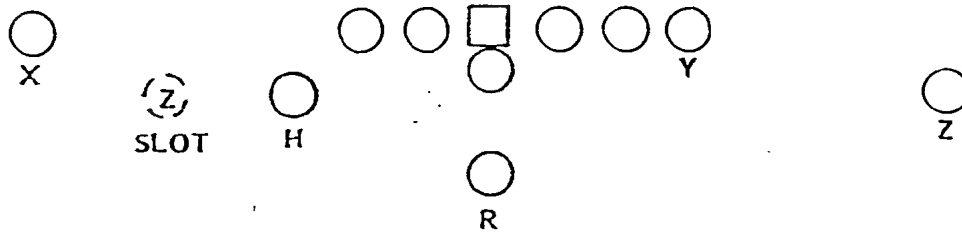
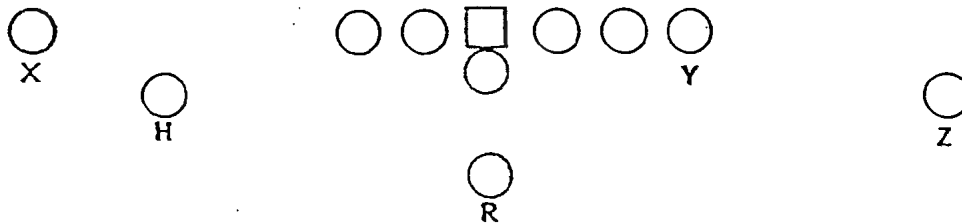
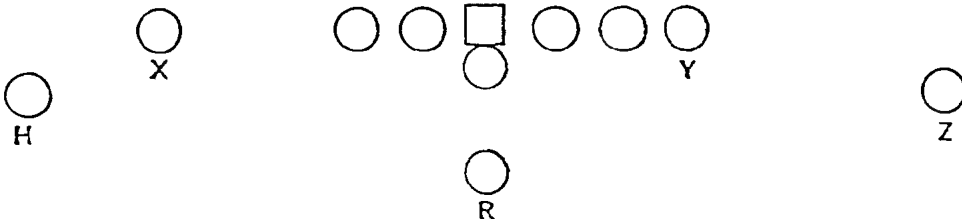


H



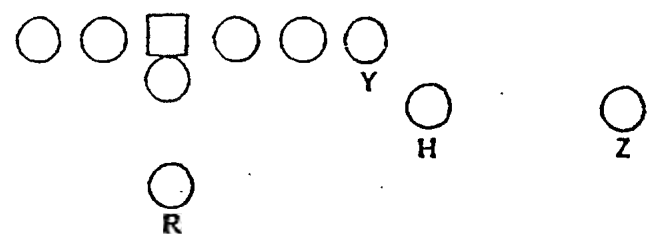
2-BACK FORMATIONSDOT RIGHT (Slot)DOT RIGHT TIGHTDOT RIGHT WING1 RIGHT TIGHT WING

1-BACK FORMATIONS

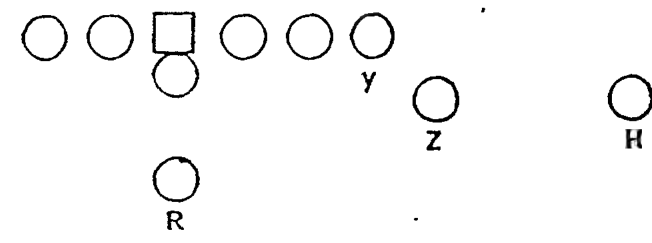
UNIT RIGHT (Over)SQUEEZE RIGHTSPREAD RIGHT (Slot)DOUBLE RIGHTFREEZE RIGHT

1-BACK FORMATIONS

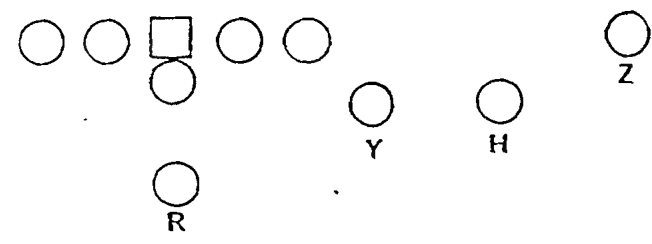
TRIPS RIGHT



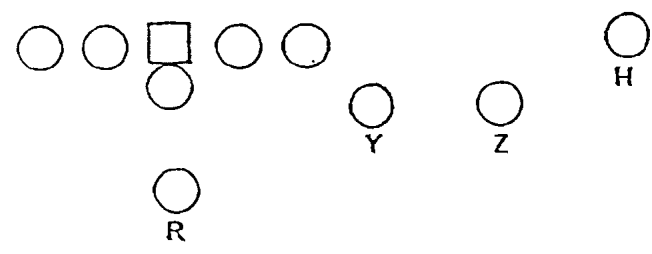
CLOSE RIGHT



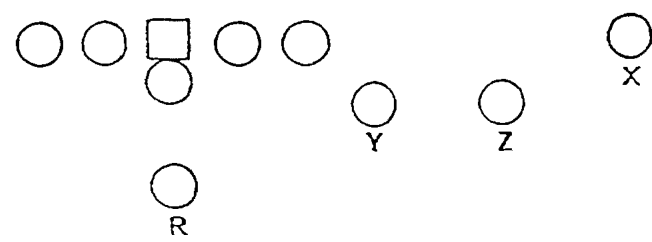
TRAIN RIGHT



DEUCE RIGHT

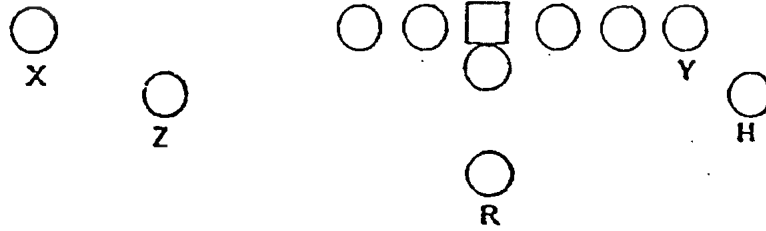


OPEN RIGHT

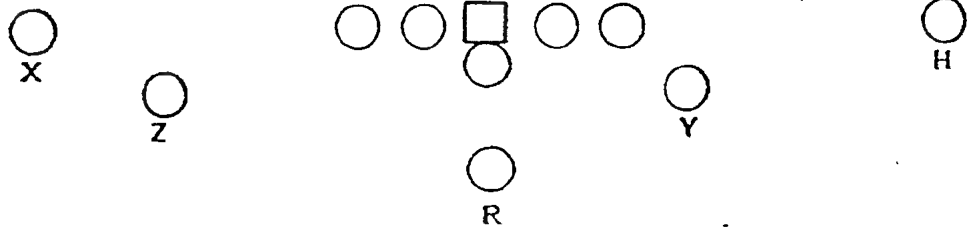


1-BACK FORMATION

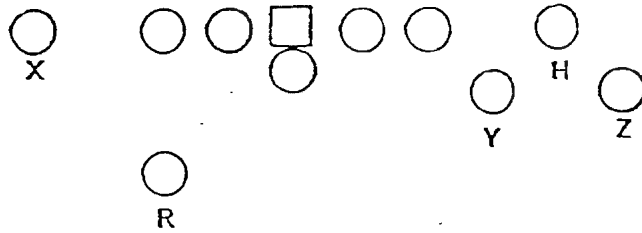
TWINS RIGHT



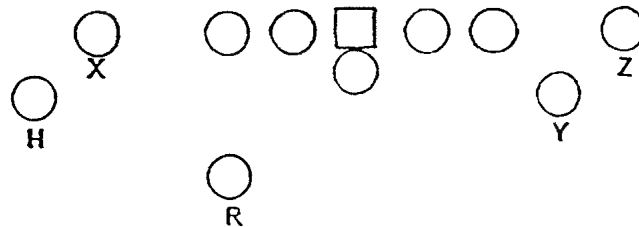
WALK RIGHT



BUNCH RIGHT

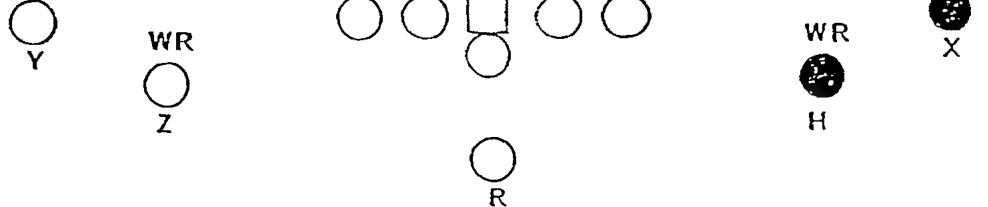


BUNCH RIGHT FREEZE



ROCKET RIGHT — Formation strength is toward H and X

TE/4th WR



FORMATIONS -- MOVEMENT

MOVEMENT CATEGORIES

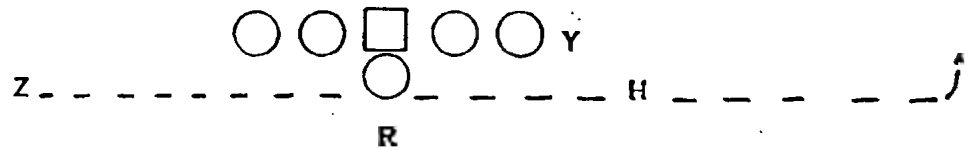
F-11

MOTION:

INTO THE FORMATION CALL — EX: ZOOM

TRIPS RT ZOOM

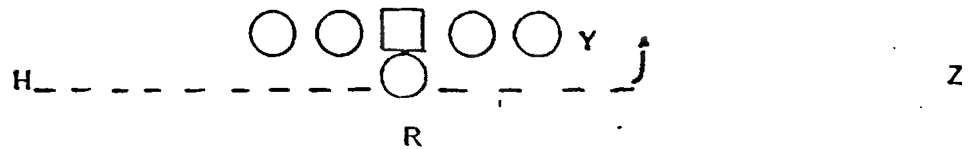
X



OUT OF THE FORMATION CALL — EX: SPEAR

DOUBLE RT SPEAR

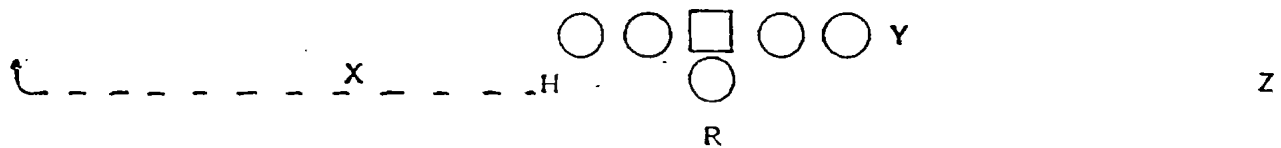
X



OUT OF THE FORMATION CALL — EX: JET OUT

SPREAD RT JET OUT

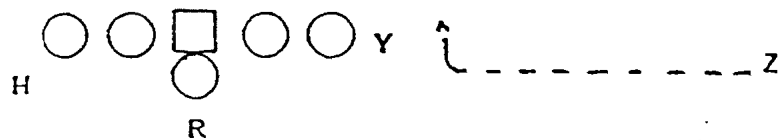
X



OUTSIDE IN TO THE INSIDE RECEIVER — EX: ZIP

SPREAD RT ZIP

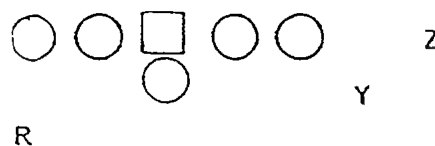
X



OUTSIDE IN, INSIDE THE OUTSIDE RECEIVER — EX: DART

BUNCH RT DART

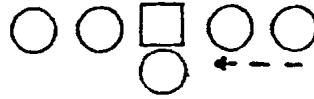
H- - - - - X - - - - - ^



MOVEMENT CATEGORIESQUICK 2 STEP MOTION — EX: BANG

TRIPS RT BANG

X



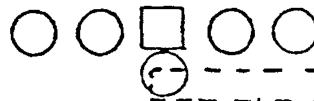
Z

H

R

FAKE - START MOTION CALLED THEN RETURN — EX: FAKE FLY,
TRAIN RT FAKE FLY

X



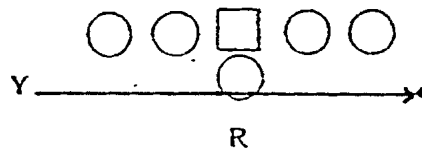
Z

H

R

SHIFTSALIGN OPPOSITE END UP IN THE FORMATION — EX: STEM
STEM TRAIN RT

X



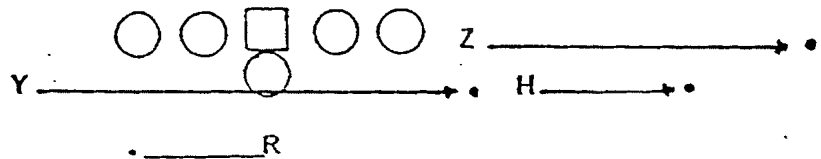
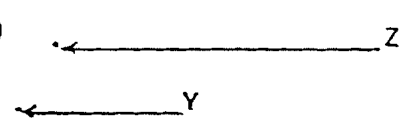
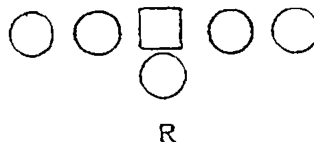
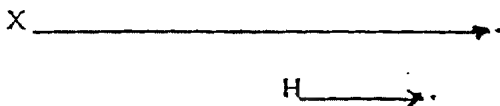
Z

H

R

ALIGN TIGHT END UP WIDE — EX: EXPLODE
EXPLODE TRAIN RT

• ← X

ALIGN WIDE END UP TIGHT — EX: SINK
SINK BUNCH RT FREEZE

WALK RT X-IT

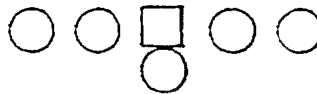


X ALIGN OPPOSITE THE FORMATION CALL - MOTION ACROSS
EXIT - TO THE CALL

UNIT RT OX

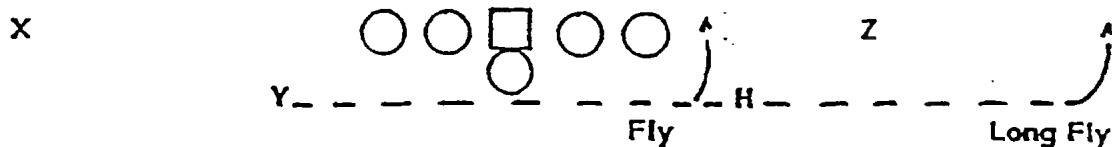


X MOTION ACROSS OUT OF THE FORMATION
OX - TO AN ASSIGNED SPOT



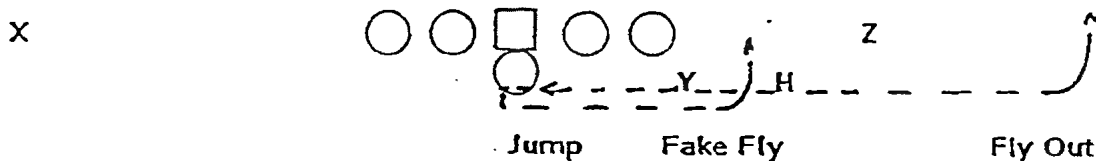
-- Y - MOTION

TRAIN RT FLY — LONG FLY



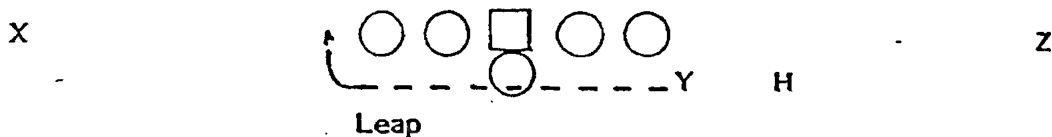
Y ALIGN OPPOSITE THE FORMATION CALL — MOTION ACROSS
 FLY — TO THE CALL
 FLY OUT — TO THE CALL OUTSIDE Z

TRAIN RT JUMP — FAKE FLY — FLY OUT



Y ALIGN TO THE FORMATION CALL — MOTION SAM SIDE
 FAKE FLY — RETURN
 FLY OUT — OUTSIDE Z
 JUMP — QUICK MOTION TO CENTER

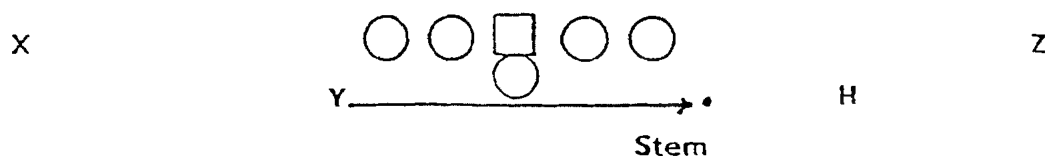
TRAIN RT LEAP



Y ALIGN TO THE FORMATION CALL — MOTION AWAY
 LEAP — TO THE WEAK TACKLE

Y - SHIFTS

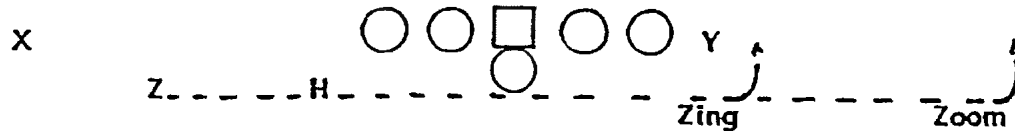
STEM TRAIN RT



Y ALIGN OPPOSITE THE FORMATION CALL — SHIFT ACROSS

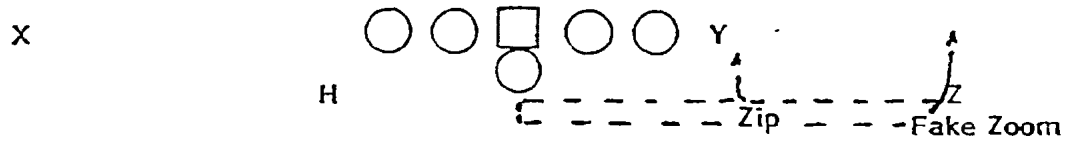
Z - MOTION

SPEAD RT ZING — ZOOM



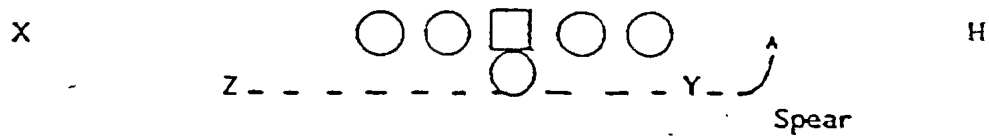
Z ALIGN OPPOSITE THE FORMTION CALL — MOTION ACROSS
ZOOM — TO THE CALL
ZING — TO THE WING

SPREAD RT ZIP — FAKE ZOOM



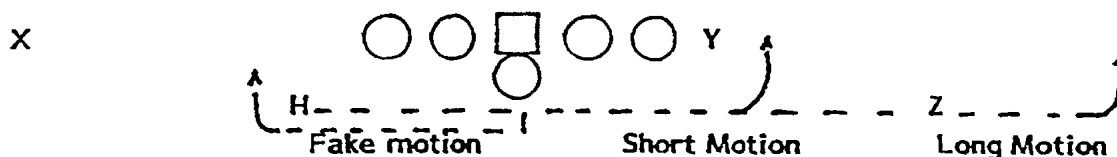
Z ALIGN TO THE FORMATION CALL — MOTION SAME SIDE
FAKE ZOOM — RETURN
ZIP — TO THE TE

WALK RT Z SPEAR



Z MOTION ACROSS OUT OF THE FORMATION
SPEAR — TO THE TE



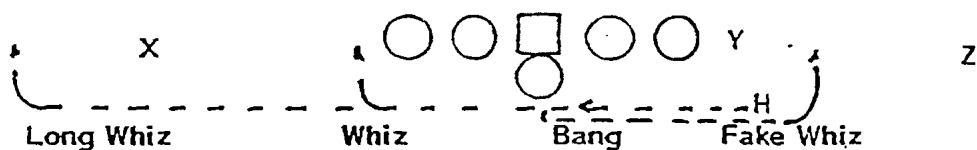
H - MOTIONSPREAD RT FAKE MOTON - SHORT MOTION - LONG MOTION

H MOTION ACROSS OUT OF THE FORMATION

SHORT MOTION - TO THE TE

LONG MOTION - OUTSIDE Z

FAKE MOTION - RETURN

TRIPS RT FAKE WHIZ - BANG - WHIZ - LONG WHIZ

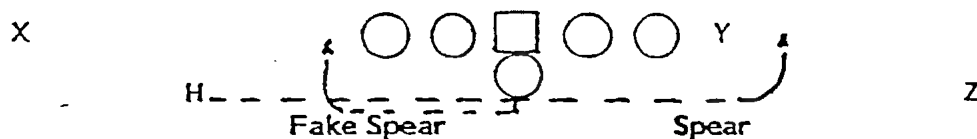
H MOTION ACROSS OUT OF THE FORMATION

WHIZ - TO THE WEAK TACKLE

LONG WHIZ - OUTSIDE X

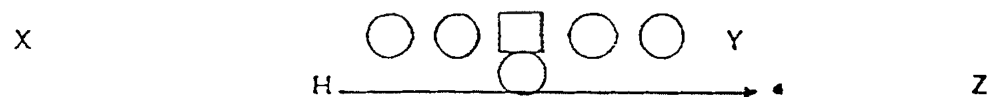
FAKE WHIZ - RETURN

BANG - QUICK MOTION TO CENTER

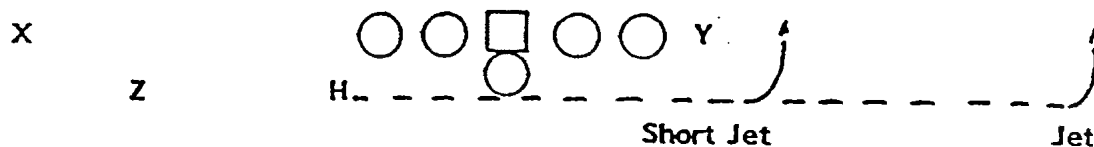
DOUBLE RTSPEAR - FAKE SPEAR

H MOTION ACROSS OUT OF THE FORMATION

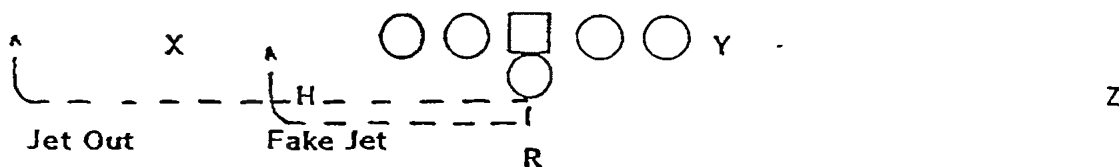
SPEAR - TO THE TE

H - SHIFTSHIFT TRIPS RT

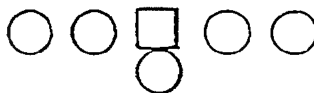
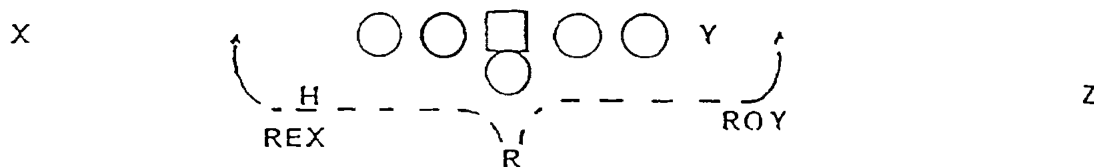
H ALIGN OPPOSITE THE FORMATION CALL - SHIFT ACROSS

H - MOTIONSPREAD RT SLOT JET - SHORT JET

H MOTION WEAK ACROSS OUT OF THE FORMATION
 JET - OUTSIDE THE WEAKSIDE RECEIVER
 SHORT JET - TO THE TE

SPREAD RT FAKE JET - JET OUT

H MOTION WEAK NOT ACROSS THE FORMATION
 FAKE JET - RETURN
 JET OUT - MOTION OUTSIDE THE WEAKSIDE RECEIVER

R - MOTIONSPREAD RT REX - ROY

REX - R MOTION TOWARD X
 ROY - R MOTION TOWARD Y

PASS OFFENSE

The pass game depends upon pass protection and the coordination of the Quarterback, Backs, and Receivers. Each player must have a feel for the Defensive Approach to each situation so that he can anticipate the Defense and execute properly.

APPROACH:

Know the situation

Pre-snap look the Defense--anticipate

Read on the move--adjust

Think: Protection / Adjustments / Progression / Timing / Outlets

Beware of the middle of the field looks -- MOFO / MOFC

Know the coverage elements:

ZONE	3 Deep MOFC / 2 Deep MOFO
MAN	3 Deep MOFC / 2 Deep MOFO
COMBO	Strong MOFO / Weak MOFO
DOG/BLITZ	MOFC/MOFO

THE QUARTERBACK:

Proper Stance - Head up / See the Defense / Locate Keys

Set up quickly

Read the situation rapidly -- be decisive

Deliver the ball on time -- anticipate

Do not try to salvage every situation

Do not force throws / do not guess when to throw deep

Know where outlets are / know when to throw the ball away

Be skilled at sliding away from pressure

THE RECEIVER:

Proper stance-- Head up / See the Defense / Locate Keys

Know split rules

Know proper release

Know proper breaking point--depth / width

Do not be held up--clean release

Make proper coverage adjustments--Defender / Defense

PASS PLAY KEYS:

Each pass play has its own characteristics

Use same reads with various formations / movements / personnel

Don't give the Defense the same look two times

Players get repetition verses expected defensive looks

Players know Call / Alignment / Assignment / Adjustment

PASS TERMS

PSL -	Pre-snap look
ROM -	Read on the move
SIGHT ADJUSTMENT -	Adjust to the defense on the move
BSA -	Blitz sight adjust
PRESS -	Defender aligned over a receiver
HOT -	Dog/Blitz sight adjust
	Hot Back - Break to flat
BREAK (BSA) -	WR break in unless press, then fade
	Slot break out unless press, then fade
RUN IT -	Tells Receiver not to adjust route
FADE -	Receiver adjust route to Go vs Press-Roll
MOF -	Middle of field
MOFC -	Middle of field closed
MOFO -	Middle of field open
READ ROUTE -	The Receiver must read the coverage to adjust
LBER TYPE -	A defender occupying a LBer position
SHOW DOG/BLITZ -	Pre-aligned rush by LBer/Safety
LATE DOG/BLITZ -	Late rush by LBer/Safety from depth
KEY -	The main element of a given assignment/play
HINT -	Inside/outside move by Rec.-Back to influence defense.
ROLL -	Corner/Safety double on a WR (Cleo)
HARD BREAK -	Receiver beat man cover - run a way
SOFT BREAK -	Receiver beat zone cover - IDLE
NERVOUS FEET -	Read LBer/Safety as coming
4 WEAK/4 STRONG -	4 man load / possible 4 man rush to one side
FIST	Defender in the well vs. Solid Dubs Fist defense

RECEIVER SPLIT RULES

THE PLAYING FIELD IS DIVIDED BY HASH MARKS AND NUMBERS:

- | | |
|------------------------|---|
| <u>SHORT SIDE</u> (SS) | - The ball is located on the near hash mark. |
| <u>WIDE SIDE</u> (WS) | - The ball is located on the far hash mark. |
| <u>MIDDLE</u> (MI) | - The ball is located between the hash marks. |

WIDE SPLIT - WR ALIGNS BY THE BALL LOCATION OUTSIDE THE NUMBERS

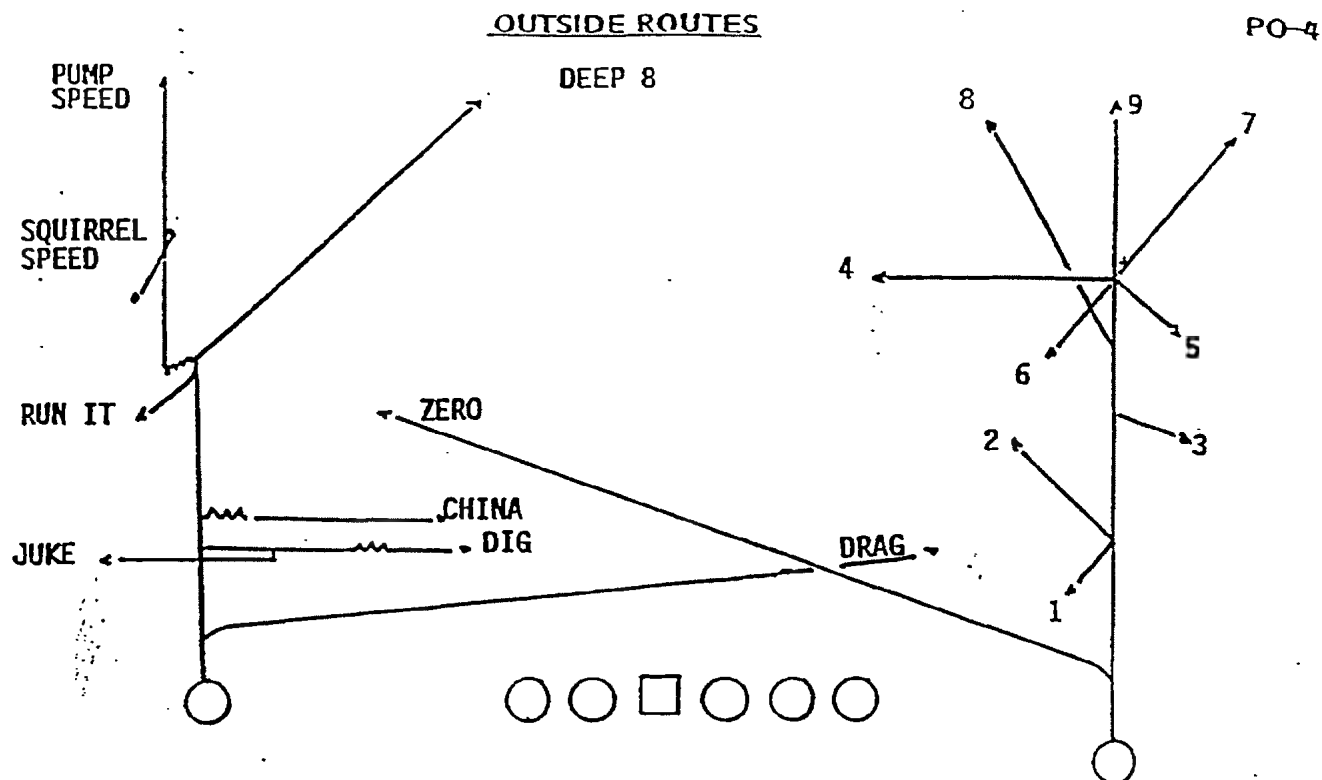
- | | |
|----------------------------|--|
| The ball <u>SHORT SIDE</u> | - WR aligns 1/2 way between numbers-sideline |
| The ball <u>WIDE SIDE</u> | - WR aligns 2 Yds. outside the numbers |
| The ball <u>MIDDLE</u> | - WR aligns 1/2 way between numbers-sideline |

TIGHT SPLIT - WR ALIGNS BY PATTERN OR FORMATION INSIDE THE NUMBERS

RECEIVER RELEASES:

- | | |
|-------------------------|--|
| <u>STRAIGHT RELEASE</u> | - WR explodes straight off LOS |
| <u>SEAM RELEASE</u> | - WR releases inside alignment by break point |
| <u>OUTSIDE RELEASE</u> | - WR releases outside alignment by break point |
| <u>BEST RELEASE</u> | - Receiver releases inside or outside |

FORMATION



- ZERO** Wide Split - Inside Release - Avoid LBers as sprint to far side to 12-yd aiming point. QB 7-step drop.
- 1 (5 YD)** Wide Split - Straight Release - Pivot inside off the outside foot at 5 Yds. Be stationary. Turn outside after the catch. QB 3-step drop. Fade vs press - roll.
- 2 (5 YD)** Wide Split - Straight Release - Break inside off the outside foot at 5 Yds - angle to beat coverage. QB 3-step drop. Fade vs press - roll. Alert **Run-It** call. No fade adjust.
- 3 (12 YD)** Wide Split - Straight Release - Break back to sideline off the outside foot at 12 Yd. QB 5-step drop. Fade vs press - roll. Alert **Run-It** call. No fade adjust.
- 4 (15 YD)** Wide Split - Seam (inside) Release - Break inside off the outside foot at 15 yd - 90-degree angle. QB 7-step drop. Run-It route - no adjust. Break point is numbers area.
- 5 (15 YD)** Wide Split - Straight Release - Pivot inside-out off the outside foot back to sideline at 45-degree angle. Fade vs press - roll. Alert **Run-It** call. No fade adjust.
- 6 (15 YD)** Wide Split - Straight Release - Pivot inside at 15 yds off the outside foot - comeback to QB. Run-It route - No adjust. If seam release, break point is numbers area. QB 7-step drop. Be alert to route variations.

OUTSIDE ROUTES (Continued)

7(12-15 YD) Wide Split - Seam (inside) Release - Read the coverage - explode up the field - make final break according to coverage at 12-15 yds inside the numbers. QB 7-step drop.

MAN Hint post off stem, explode to deep corner.

2-DEEP Run route on the Safety, flatten to sideline.

CORNER OUTSIDE - Straight release, run 15 yd comeback.

Be alert to route variations.

8 (12 YD) Wide Split - Straight Release - Hint break off the outside foot at 12 yds - slim angle into seam. Fade vs press - roll. Alert Run-It call--no adjust.

DEEP 8 Wide Split - Straight Release - Hint at 12-15 yds, explode toward the goal post. Adjust to 50+ yd throw. Run-It route. QB 7-step drop.

9 Wide Split - Straight Release - Close the cushion - at the level of the defender, hint inside or outside according to the corner position (head up-outside-inside), then explode deep. QB 5-step drop. Fade vs press - roll. Possible seam release.

CHINA Wide Split - Straight Release - Hitch at 5 yds - read the coverage. Soft break vs zone; Run-away vs man.

DIG Wide Split - Straight Release - Hint at 5 yds, drive to the numbers and read the coverage. Soft break, zone; Run-away, man.

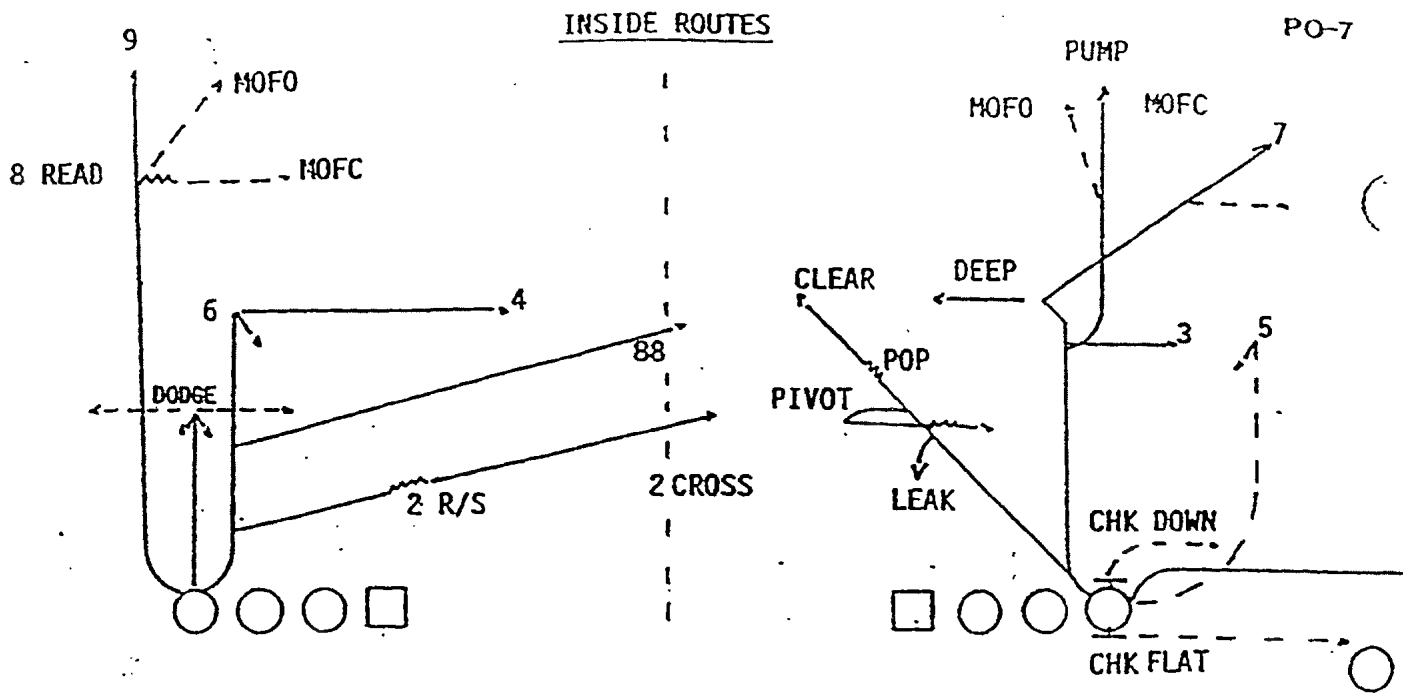
JUKE Fake Dig - Wide Split - Run the Hitch - Read the coverage. Corner off - Hitch, Corner press Juke, Corner roll Hitch.

DRAW Tighten Split - Release Inside - Avoid LBers as sprint to far side TE area at 7 yds deep. Vs. Zone, lull; Man, run-away.

SPEED Wide Split - Straight Release - Hint out or in at the 10-yd level.
PUMP Corner loose, long hint; Corner tight, short hint--then explode deep.

SPEED Wide Split - Straight Release - Hint at the 7-yd level - explode to
SQUIRREL 18 yds. Comeback down the sideline.

SPEED Wide Split - Straight Release - Pivot inside-out off the outside
RUN IT fast back down the sideline at 13 yards.

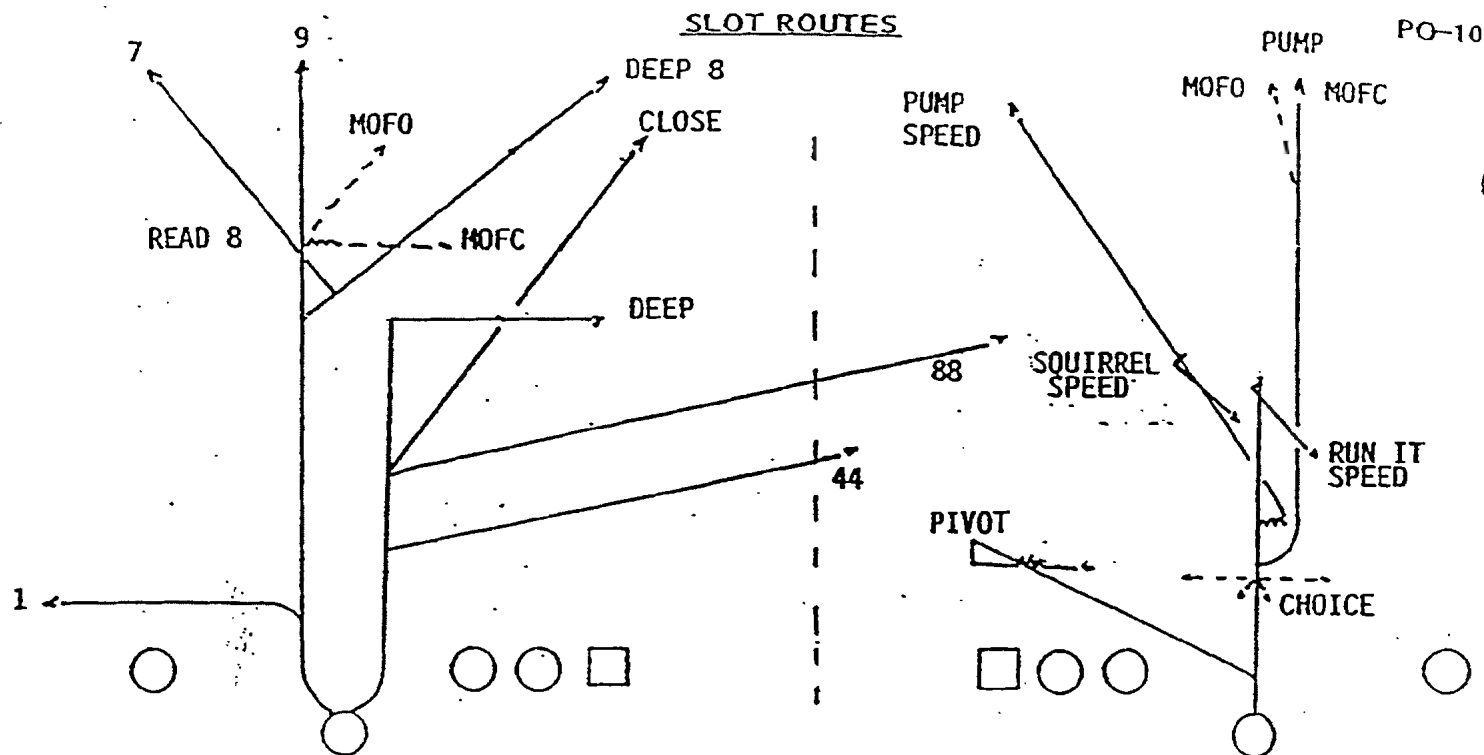


- 1 (1-4 Yds) Split 3 feet - release outside - drive upfield, break sharply outside across the face of the short defender. No ball, turn towards the QB 5 yds from S.L.
- 2 R/S (6-8 Yds) Rose Sally 2 - Split 3-4 feet - release inside. Vs. Zone, beat the LBer; Man, run-away.
- 2 CROSS (7 Yds) Split 3-4 feet - release inside - avoid the inside LBer. Sprint across the field aiming for 7-yd depth on the far side. No adjust.
- 3 (8-10 Yds) Split 3-4 feet - release inside - drive upfield. Pressure the defender at the 8-10 yd area, then break out. If collisioned, break back to LOS. Be alert to press - release outside, maintain leverage.
- 4 (10-12 Yds) Split 3-4 feet - release inside - drive upfield 10-12 yds - break inside across the field to the far side. Possible deep call break inside at 15 Yds - soft break vs. Zone; run-away vs. Man.
- 5 (12 Yds) Split 3 feet - release outside, sprint for width and depth - Pivot hook 12 yds deep between the original alignment of Y & Z.
- 6 (6-12 Yds) Split 3-4 feet - release by pattern - drive upfield, pivot hook at 6-12 yds, comeback to the QB. Vs. Zone, comeback between defenders to the ball.
- 7 (10-12 Yds) Split 3-4 feet - release inside - drive upfield - hint break to 18-20 yd aiming point along the S.L. Vs. Zone, be alert to flatten if defender in corner area.

88	Split 3-4 feet - release inside - avoid the inside LBer - drive upfield 6-8 yds. Sprint across the field aiming for 20 yd depth on the far side. No adjust.
8 READ	Split 3-4 feet - release outside - sprint upfield and read the coverage: <u>MOFC Zone</u> , hook at the numbers area of 12-15 yds deep; <u>MOFO Man</u> , run-away at 12 yard area; <u>MOFO 2 DEEP</u> , bend down the hash mark: <u>MOFO Man</u> , Hint-Go; <u>MOFO Combo 3</u> , Hint-Go.
9	Split 3-4 feet - release outside into the deep seam. No adjust.
CHECK DOWN	Aggressive pass set - check defender - no rush, turn to QB as an outlet.
CHECK FLAT	Pass set - check defender - no rush, sprint to flat.
POP	Release inside - check the QB - no ball, continue on assigned route.
LEAK	Release inside - pivot hook over the ball at 6 yds deep- be alert to eye contact with QB for uncover. Cross-Sneak called: Cross Receiver Rub-Leak through the inside shoulder of near defender. Vs Zone, hook; Vs. Man, pick.
PIVOT	Release inside - drive past the ball - pivot break outside at 6-8 yds. Soft break vs. Zone; run-away vs. Man. * Drive to far hash.
CLEAR	Release inside - Pop - No ball, run through the defense. Do not stop - check the QB for the ball.
DEEP	Run a 4 route at 15 yds deep.
PUMP	Best release - nod out or in at the level of the defender and break up the edge of the numbers. The Receiver bends to the hash mark if MOFO. If MOFC, the Receiver stays wide on the edge of the numbers.
BENDER	Receiver assigned to read the MOF. Vs MOFO, bend to the hashmark; Vs MOFC, stay on the numbers.

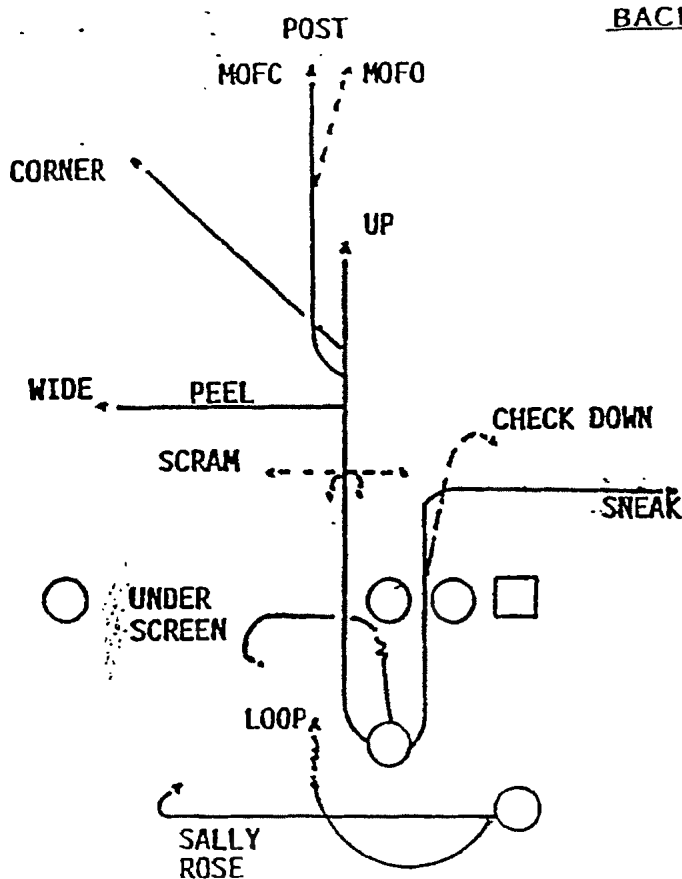
DODGE

Best release upfield to the 5-6 yd area and read the coverage for 1 of 3 breaks - be decisive. Vs. Zone, hint to freeze the defender, then hook away from coverage. Vs. Man, hint, then break in or out. Press, hint - stem - reestablish to 5 yd break out. Nickel Isolation Man - be alert to quick break in at 2-5 yds. ALERTS: Inside break vs. 34 ZONE - Offside ILB; Inside brea vs. FIELDER FREE - Offside Trapper

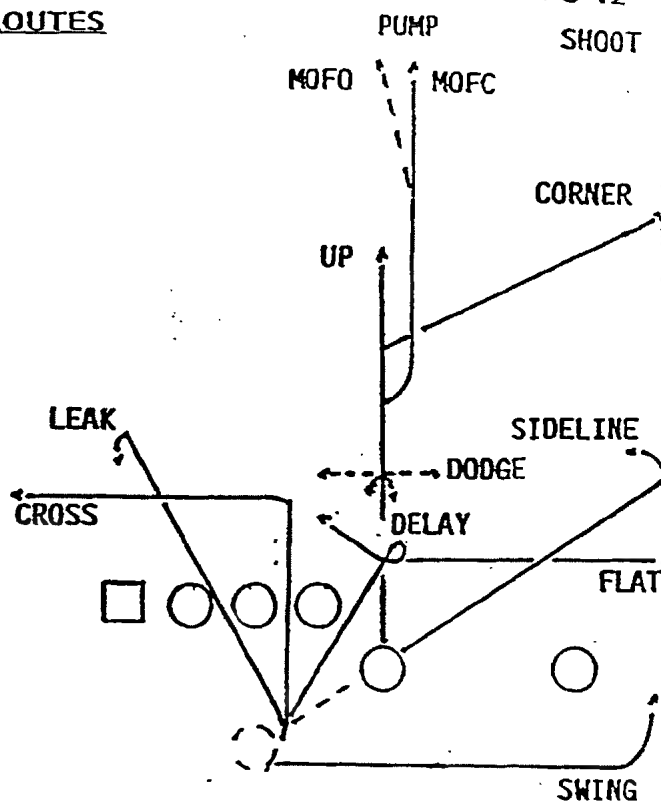


- 1 (1-4 YD) Release outside - drive upfield - break sharply outside across the face of the short defender. No ball, turn toward the QB 5 yds from the sideline.
- 44 (8-10 YD) Release Inside - avoid the LBer. Sprint across the field aiming for the 8-10 yd area on the far side. No adjust.
- 7 (12-15 YD) Best Release - explode up the field - make final break at 12-15 yds. Vs. Man, hint post explode to deep cover. Vs. 2 Deep, run route on the Safety. Vs. Zone, be alert to flatten if defender in corner area.
- 8 8 Release Inside - avoid LBer - move up field 6-8 yds. Sprint across the field aiming for 20-yd depth on the far side. No adjust.
- 8 READ Release Outside - Drive up the field and read the coverage: MOFC Zone, hook at the number area 12-15 yds deep; MOFC Man, run-away at 12 yd area - MOFO 2 deep, bend down the hash mark - MOFO Man, Hint-Go - MOFO Combo 3, Hint-Go.
- DEEP 8 Best Release - Hint at 12-15 yds, explode toward the goal post. Adjust to 50+ yds - throw.
- PIVOT Release Inside - Drive past the ball - pivot break outside at 6-8 yds. Soft break Vs. Zone; run-away Vs. Man.

CLEAR	Best Release - run Deep 8.
DEEP	Best Release - run Deep 4 at 15 yds. Soft break Vs. Zone - Hard break Vs. Man.
PUMP	Best Release - Nod out or in at the level of the defender and break up the edge of the numbers. The Receiver bends to the hash mark if MOFO ; if MOFC , the Receiver stays wide on the edge of the numbers
BENDER	Receiver assigned to read the MOF . Vs MOFO , bend to the hashmark; Vs MOFC , stay on the numbers.
SPEED RUN-IT	Best release - Run an outside 5 route at 18 yds, work back to the QB--stay inside the numbers.
SPEED SQUIRREL	Best release - Run a Pump at the 7-yd level, explode toward the goal post. Comeback at 18 yds - stay inside the numbers
SPEED PUMP	Best release - Hint out at the 10-yd level. Corner loose, long hint; Corner tight, short hint. Then, explode to the goal post. Adjust to the throw.
<u>CHOICE</u>	Best release upfield to the 5-6 yd area and read the coverage for 1 of 3 breaks. Be decisive. <u>Vs. Zone</u> , hint to freeze the defender, then hook away from coverage. <u>Vs. Man</u> , hint, then break in or out. <u>Press Hint</u> - Stem - reestablish to 5 yd break out. <u>Nickle isolation man</u> . Be alert to quick break in at 2-5 yds. ALERTS: Inside break vs. <u>34 ZONE</u> - Offside ILBer; Inside break vs. <u>FIELDER FREE</u> - Offside Trapper



BACK ROUTES



- WIDE** Check - Bow release outside the Tackle directly upfield - Pressure the defender. Hint inside, then break out sharply at 5-6 yds. Vs. Butch hint - reestablish stem to 5 yds then break. Note: Possible game plan adjust to hook if zone defender on same level. On 3rd down, break deep enough for 1st down.
- PEEL** Check - Bow release outside the Tackle. Hook at 5-6 yds. vs. Zone--Run a Wide Vs. Man. Alert Butch Hint--Stem--Break.
- SCRAM (R-T)** Release outside the Tackle upfield to the 5-6 yd area and read the cover for 1 of 3 breaks - be decisive. Vs. Zone - hint to freeze the defender, then hook away from coverage. Vs. Man - hint, then break in or out. Press/Butch - Hint - Stem - reestablish to 5 yd break out. Nickel Isolation Man - be alert to quick break in at 2-5 yd. ALERTS: Inside break vs. 34 ZONE - Offside ILBer. Inside break Vs. FIELDER FREE - Offside Trapper
- DODGE (H)** Best release upfield to the 5-6 yd area and read the cover for 1 of 3 breaks - be decisive. --Same adjustments/alerts as Scram--
- POST (R-T)** Release outside the Tackle upfield, nod out or in at the level of the defender. Then, break up the edge of the numbers. Vs. MOFC, stay wide; Vs. MOFO, bend to the hash.

- PUMP (H)** Best release - Nod out or in at the level of the defender and break up the edge of the numbers. The Receiver bends to the hash mark if MOFO; if MOFC, the Receiver stays wide on the edge of the numbers.
- CORNER** Release outside the Tackle upfield for 10 yds, then break behind the LBers and away from the Safety at an aiming point of 18-20 yds on the sideline. Vs. Zone, be alert to flatten if defender is in the corner area.
- UP** Check release outside the Tackle upfield and continue deep - stay wide. Alert: If pressed on the LOS, must avoid outside.
--This is a coverage control route--
- CROSS** Check release outside the Tackle - head directly upfield for 5 yds. Then, after making an outside hint, break sharply inside across field. Depth at off tackle should be 3-5 yds.
- SNEAK** Check release through the LOS anywhere. Get a depth of about 2-3 yds, look for the ball immediately. Vs. Man coverage be alert to a Pick--use a hintmove to set defender up.
- LEAK (H-F)** Check release through the LOS to a depth of 6 yds - set down, face the QB. ALERT: This is an outlet route - be alert to pivot back out vs. Man.
- CHECKDOWN- (R)** - Check release through the LOS to a depth of 5 yds - set down, face the QB. ALERT: This is an outlet route - be alert to uncover vs. man.
- FLAT** Release outside the Tackle, break sharply outside across the face of the short defender at 1-4 yds. No ball, turn towards the QB 5 yds from S.L.
- DELAY** Release outside the Tackle, start on a flat route for 3-4 steps, then pivot inside and look for the ball. NOTE: This is a control route.
- LOOP** Q position route. Check and give ground with enough depth to avoid the rush DE - turn upfield 2-3 yds outside the Tackle and lull on the LOS. Expect the ball on or near the LOS.

SWING Release outside and give ground (approx. 2 yds) and run an arc course--use speed on first 5 steps, then lull 8-10 yds wide.

SIDELINE Release outside the TE on a straight line to a depth of 7 yds and 5 yds from the S.L., then turn back toward the LOS and hook facing the QB.

SHOOT Run the sideline route, then turn upfield. Upon approaching the hook spot, look for the ball over the inside shoulder.

NOTE: Break upfield no closer than 5 yds from the S.L.

ROSE/SALLY - Release to a point relative to the numbers. Ball wideside, (Read Screen) lull 5 yds from the numbers - ball middle, lull on the inside edge of the numbers. Ball shortside, lull 2-3 yds outside the numbers.

NOTE: Be alert to the protection call for check of hot adjustments.

HOT - Continue to swing, yell Hot-Hot.

UNDER SCREEN - Robert/Larry protection rules. If Blitz, slam and slip defender and get to sweet spot (5 yds. outside your alignment 5 yds. off LOS). If no Blitz, read your T's block for over-under release for sweet spot. Release for screen when G releases 2 1/2 etc.).

Outside 1 (Mitch)

V V V

MOFC ▽ ▽ MOFC

5yd ↑ Pivot-Match
Catch Turn o/s - Run

OFF ○ -W- Split ○ ○ □

Pivot inside off the outside.
Foot at 5 yd - Don't telegraph.
OB PSL Cover Look - 3 steps
Pivot - Throw

Get Deep: Fast

Explode

Clean Tight Release

Press Fade

Hand Hunt inside Tight outside
Release. Get Deep Fast. Late
Hands. Down Field. Dig Then
Adjust to Run. OB PSL Cover - Adjust.

SL -34d -
Explode

Get Deep
Fast

MOFC

Get Deep
Fast

-34d - S.L.
Explode

Vmm under

Clean Tight Release

Press
2 Deep Fade

IF inside Bender to you -
STAY wide.

OB PSL Cover - Adjust

Zone as V

Clean Tight Release

Roll
2 Deep Fade

Drive at clea outside release
unless Funnell then Tight release
Through inside shoulder off corner

▽

▽

▽

-34d - S.L.

Get Deep
Fast

Explode

Clean Tight Release

I-O

○ ○ □ □ ○ ○

Walk
Fade

Run - it veers IN-out
corner off.

Thrust like Roll

Outside 2 Run-it (Start)

V V V

moFC



moFO

Press 45° Break

5 yd
EX Mode
Angle Dealer throw
underneath cover
BSA 14 Shooter - Flatter

OFF ○ -W- SPIRIT ○ ○ ○

③

Break inside off the outside
Foot at 5 yd - Angle by coverage
Depth 1st - Don't Telegraph
DB PSL cover look - 3 steps
Press & throw.

Sell Fade

○ Press

Quick Hunt Sell the Fade
then slip underneath.
need 7 yd Turnin

DB PSL Cover - Adjust



moFO



slip

V man under

Press ○
2 Deep

○ ○ ○ ○ ○

Same as Press - Be alert
to work off inside
shoulder of Defender

Zone as Pressure Break

○ Roll
2 Deep

Start with Release vs close work
off inside shoulder vs funnel.
need 7 yd Turnin on Break.

EX Mode

I-a ○

○ ○ ○ ○ ○

Run-it versus IN-out
Corner off - Slim Angle

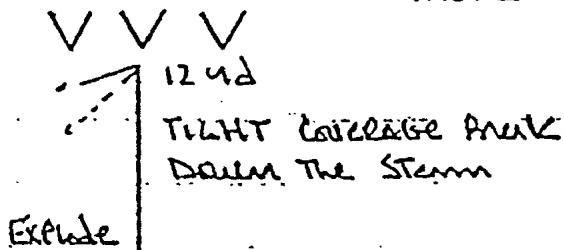
V

slip

○ Walk

Same as Press - make the
Defender Turn hips

Outside 3



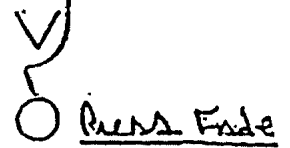
Mofo ▽ ▽ Mofo

Get Near Fast Explosive

OFF ○ -W- Split



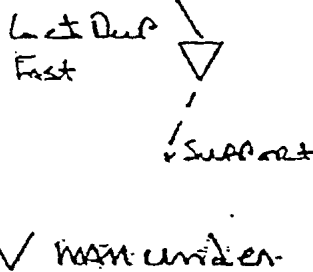
Clean Tight Release



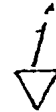
Break Punch Outside all the inside foot - Don't Telegraph
as per cover look - 5 steps
Punch throw

Hand hint inside Tight outside release. Beat the corner - late hands down feel. Pick then adjust to the ball. as per cover - Adjust

SL - 3yd - Explosive



Mofo



Ende Lull at 15-20 yd

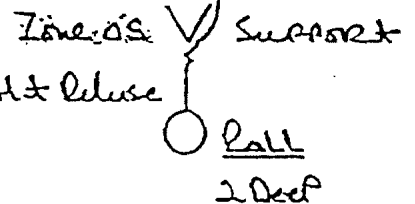
Press 2 Deep

Treat Like Press - Feel the corner run



Clean Tight Release

Drive at also - outside release unless turned then Tight release through inside shoulder of corner

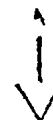


Explosive

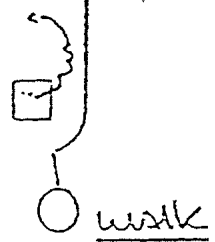
IO ○



Comeback Down The Stem vs In-out corner as Tech.



Ende Lull



Zone - Treat Like Roll must feel Defender

Outside Seam 4

15 yd
Soft - ZN
Hard - mnl
Break Point
Outside The #s

OFF - W - Split
Seam Release - EXplode - Hint
Break in of The outside foot
Dep Th 1st - Don't Telegraph
OBS P&L Cover Look - 7 Steps

more ▽ ▽ more

Hard Break 15 yd Hint

EXplode

Pass. Slip

Keep shoulder down

Press

Hand inside Release - EXplode - Hint
Run - a - way. OBS P&L Cover - Adjust

15 yd Hint
EXplode
Pass. Slip
man under
Press
2 Deep

Trust like Press Feel The
Corner run.

more

Hard - Soft Break
on 1/2 S<Y

EXplode

Zone of

Strong Release - no other

Roll
2 Deep

Seam Release - EXplode to Push
1/2 S<Y Then Break BY 1/2
S<Y P&L - wide or Tight.

EXplode
Go To Inside work
The S<Y

IA
Seam Release - Go to S<Y
Beat The inside S<Y

EXplode
work

Seam release - Pass. Slip
climbs break Soft or
Hard BY Corner Press.

V V V

450 15 yd

Root strike - out
Tight coverage Break
Down the Stem

Explode

Break back phase in the Sideline
Depth 1st - Don't Telegraph
Ops PSL Cover Lock - 7 Step Drop

Cat Deep Fast

- Chem TIGHT Release

-3- S.L.

explode

Pure Fade

Hand Hint inside Trench outside
release. Beat the corner - late hands
Down Field. Dig them Adjust to the Ball.
~~DB~~ PSL Cover - Adjust

Exhibits

Get Reed
first

✓ Substant

Priest
2 Oct

Treat Like Press - Get
The ~~corner~~ Rum. Hunt
IF Bender Your Side 1844/46

Waka

• Get Real
Trust

- 3 - S.L.

Ex Mode

2me as

Surf-Park

Urgent Ticket Release

Ball
2nd

Drive at clear-outside release
unless Funnell then Tiddlet release
through inside shoulder of corner

1542

Explosive

I-Δ

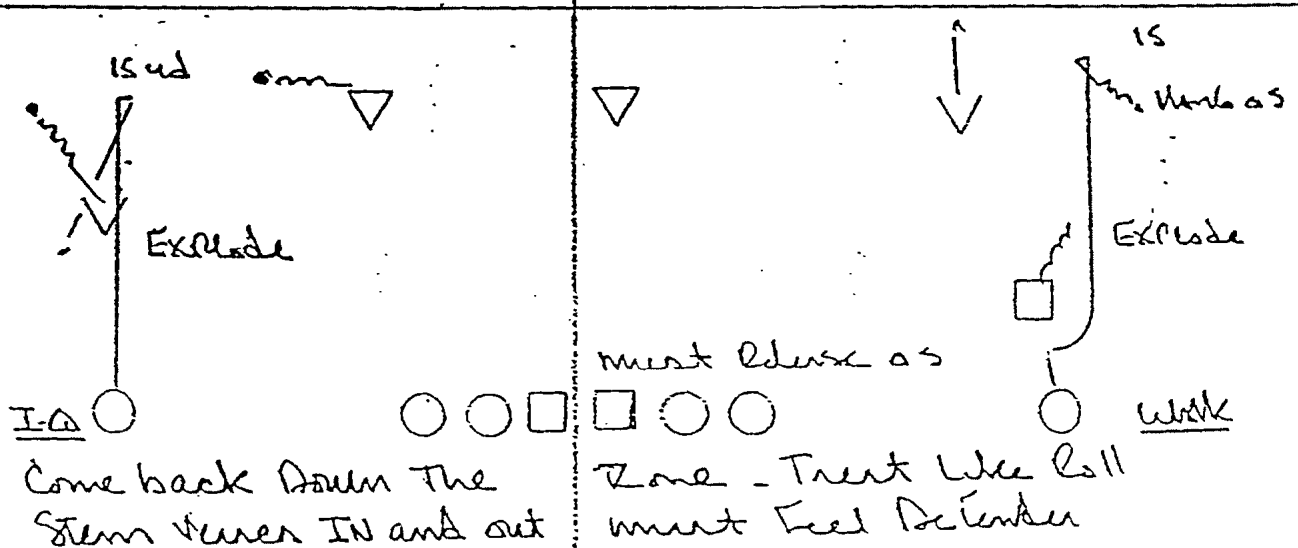
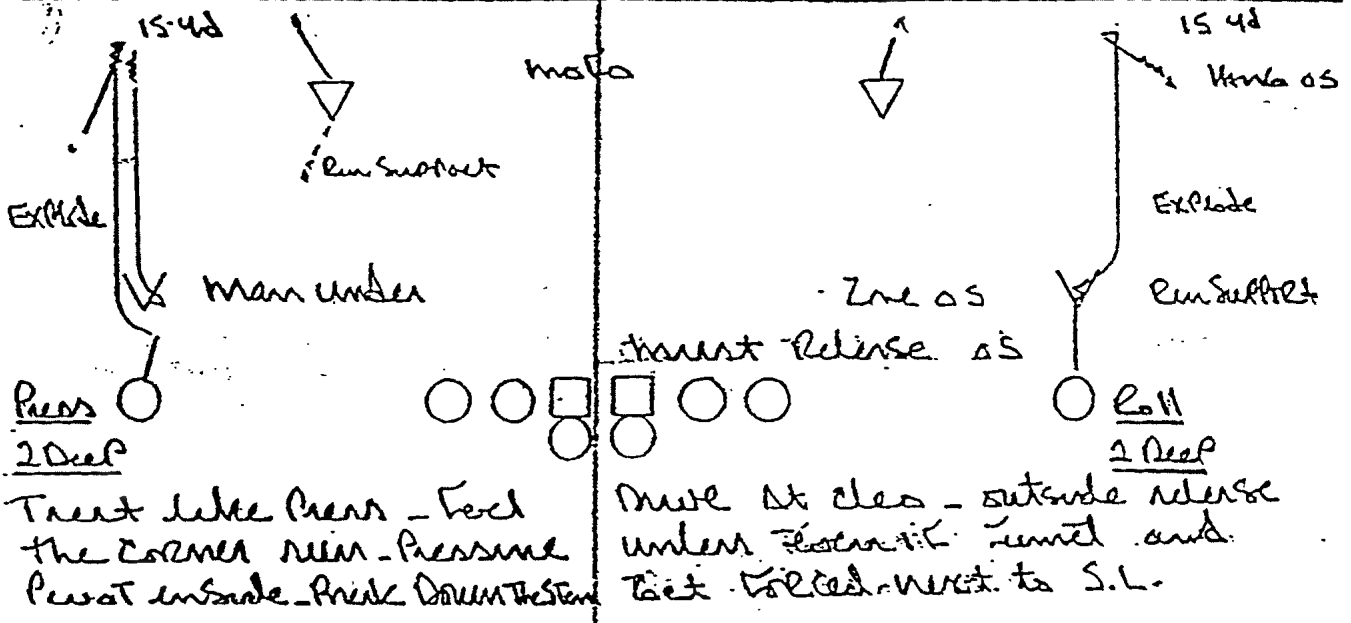
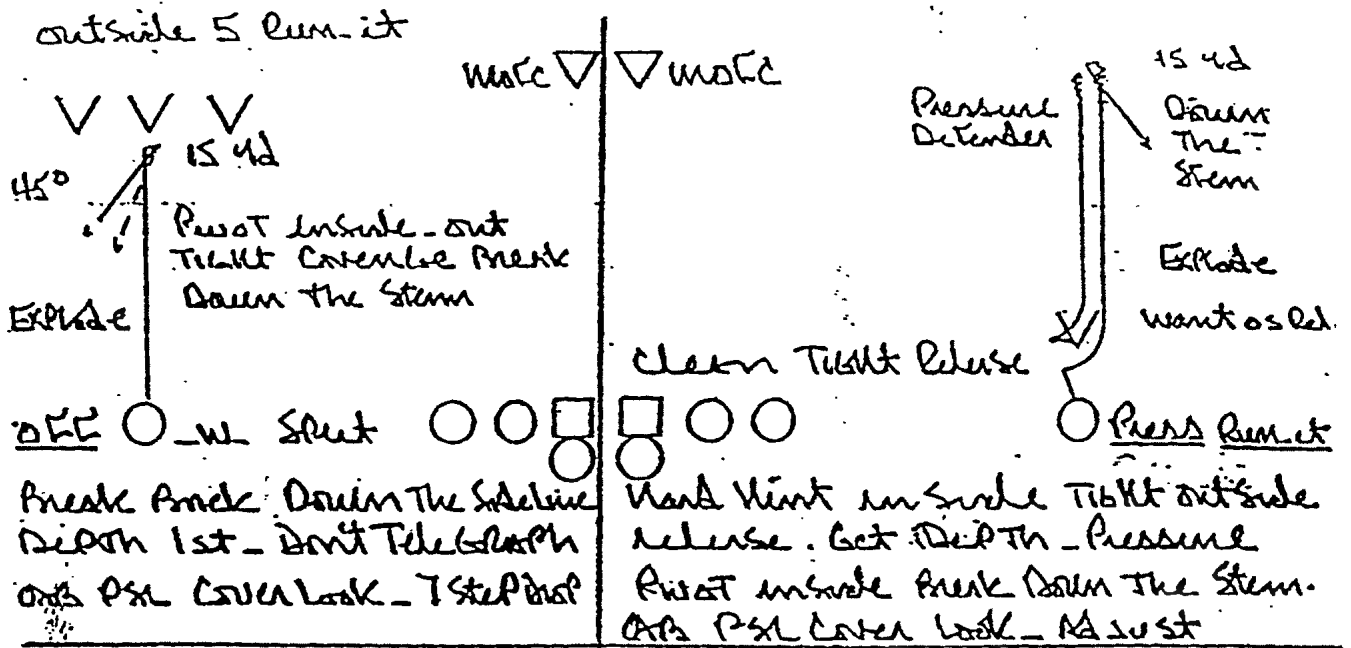
Comeback Down The
Stem Uses In and out

↓ Get Our First

Exclude

work

-Zone - Treat like Ball
must feel Defender



outside - L

15 yd
Explosive
Zone
must have Threshold
Line between L & R

OFF - w - spot

Pivot inside. OFF the outside.
Foot - Cornerback Till Arm Throat
Depth 1st - Direct Telegraph
AB PSL Corner back - 7 Steps

MOFC

MOFC

must have Threshold
Line between L & R

7

Drive Unit - Hand inside release.
Explosive Pivot Hook over Alignment
work to AB - may uncover if walked
off inside - AB PSL Corner - Adjust

15 yd
Explosive
Pass Slip
Zone as
Press
2 Deep

Treat like Press - Feel
The Corner Run

Be alert to under
neath cover.

Stomk Release No Collapse

Drive at cleo inside release
Explosive Pivot Hook over Alignment
work to AB - Do NOT Collapse

Explosive
I-D

Cornerback Directly to AB
versus IN-OUT

MOFC

MOFC

Best Release versus walk
Best underneath Cornerback

Explosive
Walk

Seam 6

V V V

moKc ▽ ▽ moKc

15 42
ExPade Beat man / zone
Seam release

OFF ○ - AS Edge #5 ○ ○ ○

Seam Release Node at
The Numbers

Press 916 Run it

15 42
ExPade
Press

Hand inside - Possible slip
IF corner over press - ExPade
Press Hook - IF walked under.
AS PSL cover look - AS just

15 42
ExPade
slip
man number
Press
2 Deep

Thrust like Press feel
the corner Run

moKc

Be alert to under
North corner

15 42
ExPade
Zone as
Path
2 Deep

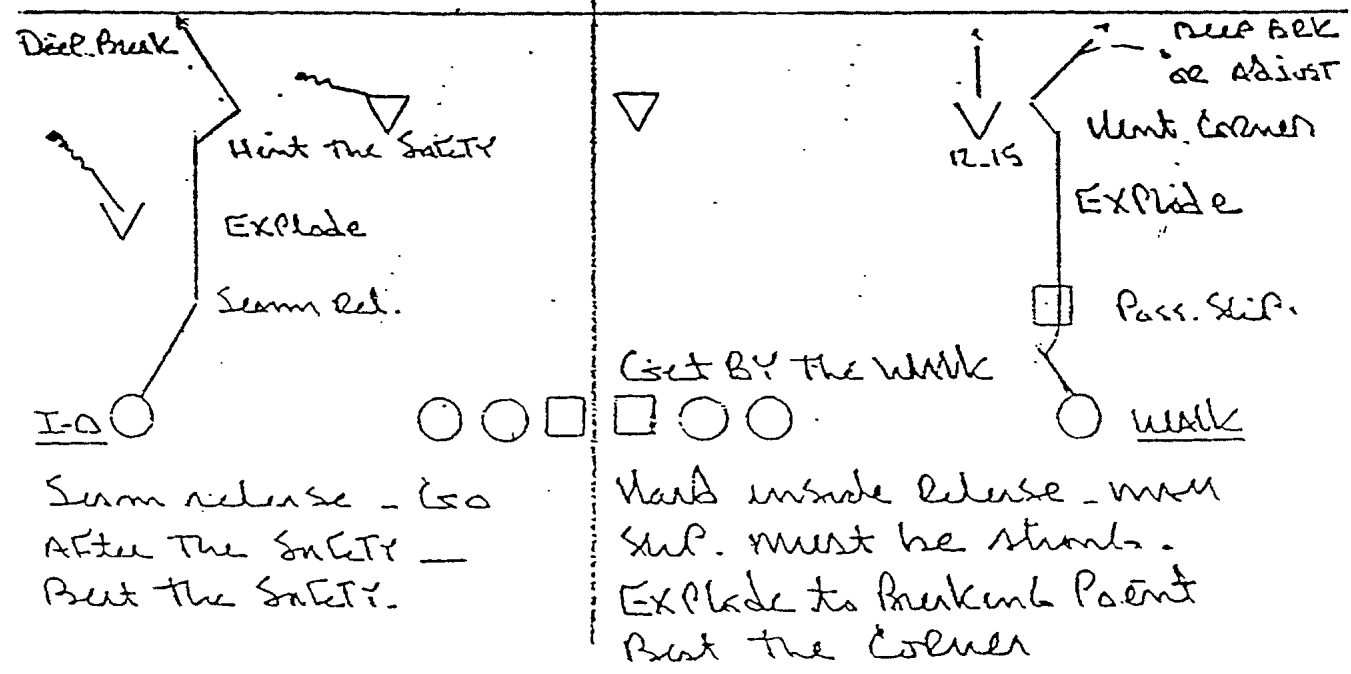
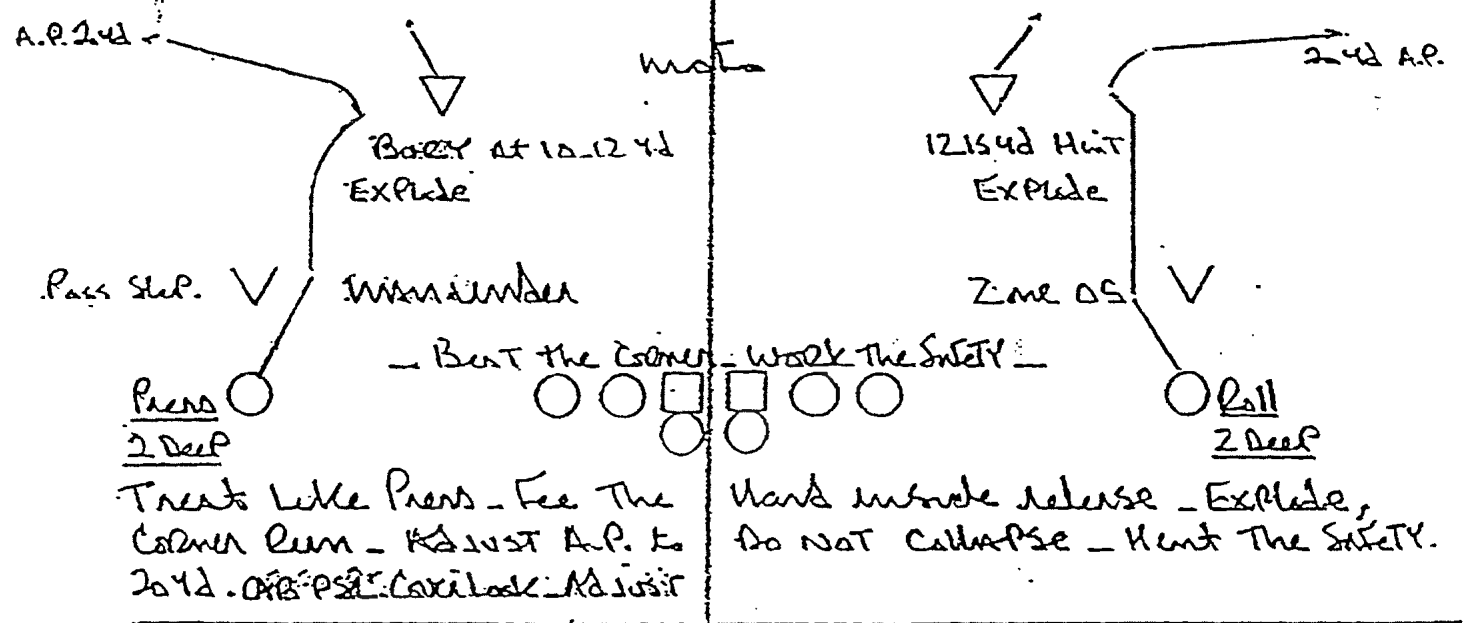
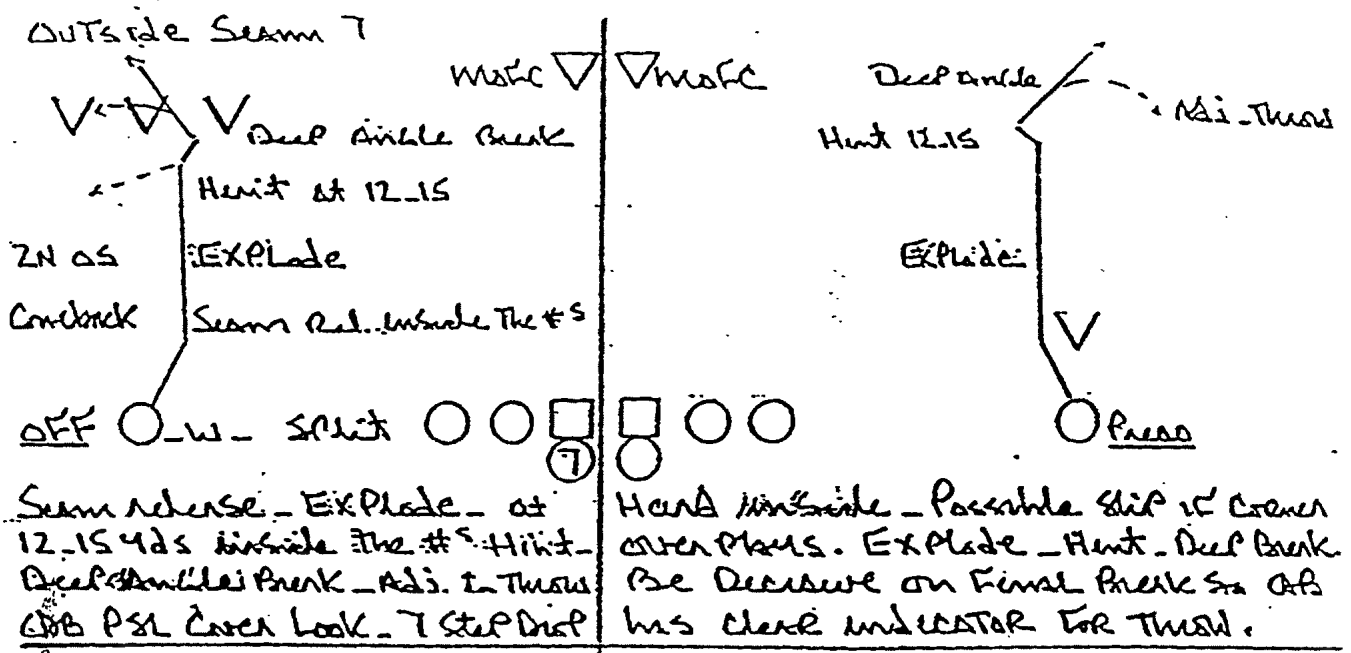
Hand inside release. ExPade
Press Hook at Number work
to ORB - Do NOT get collapsed

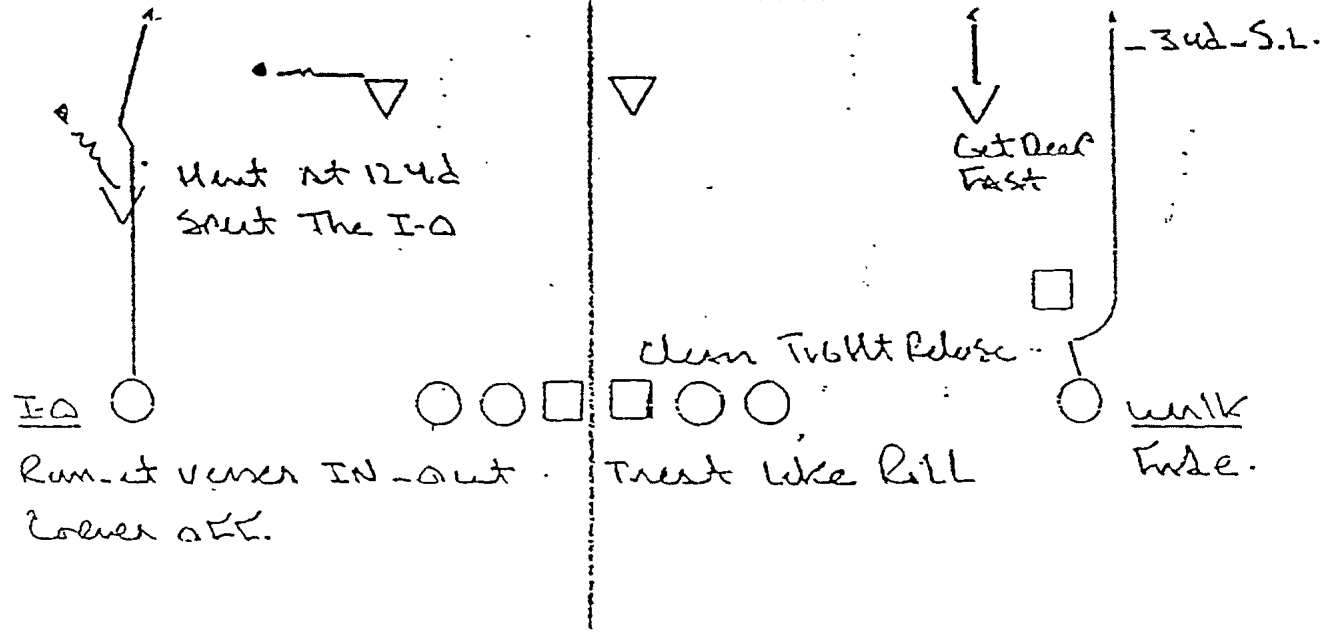
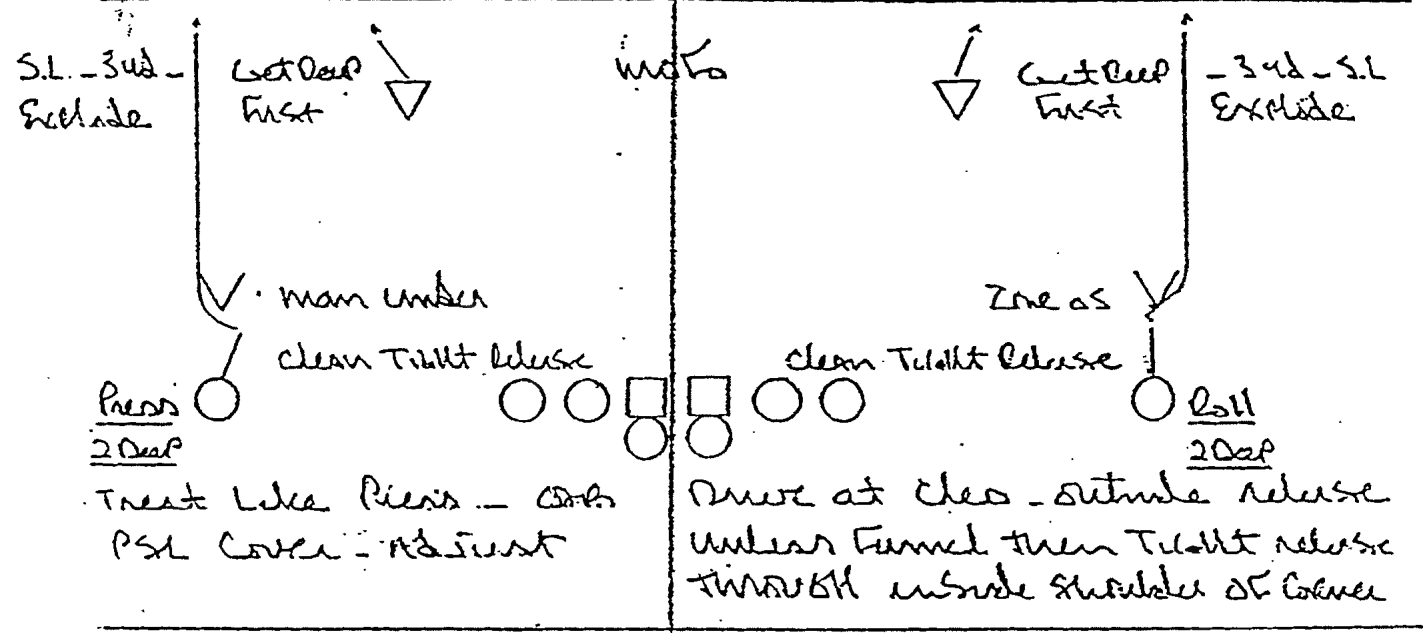
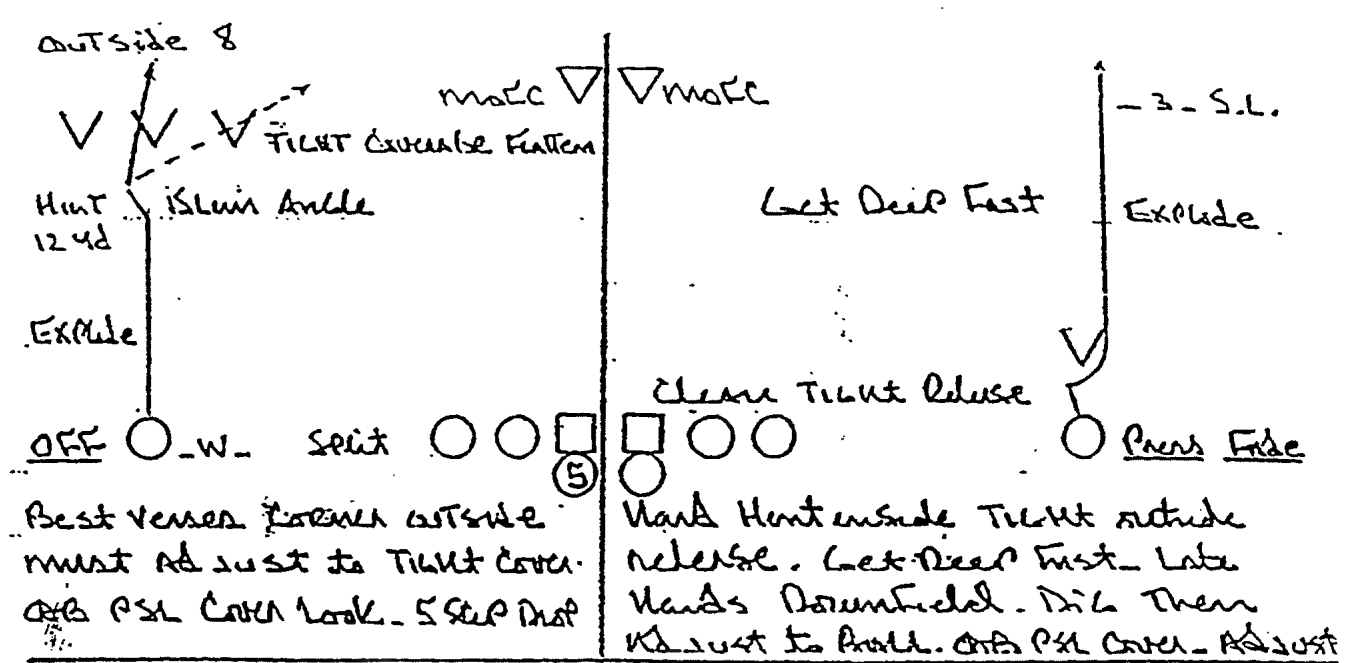
ExPade
I-Δ ○

Seam release comeback
Directly to ORB

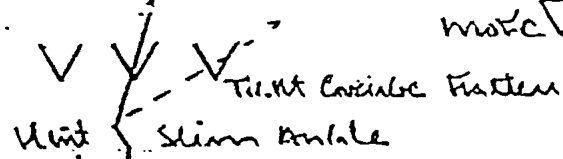
ExPade
Poss. slip
WALK

Hand inside release - must
slip. must be strong - ExPade
Press Hook.

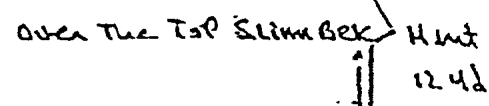




Outside & Run-out

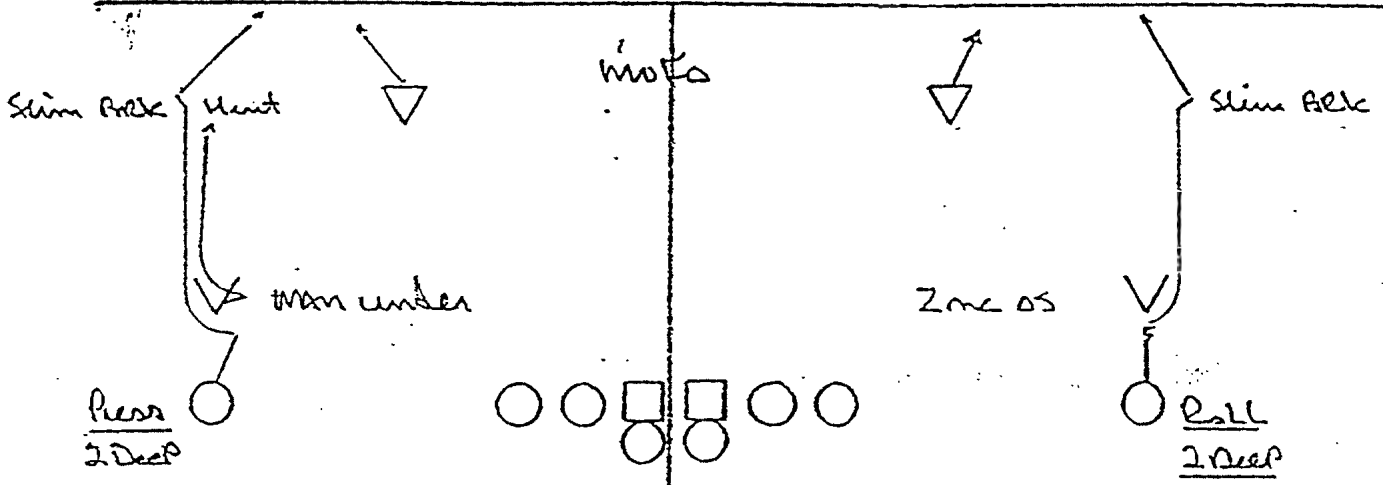


note

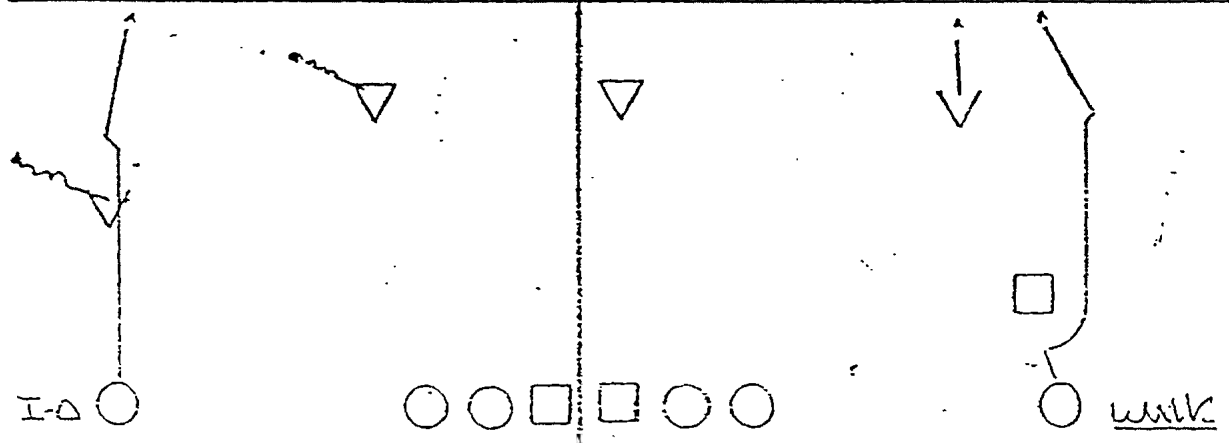


OFF ○ -w- Split ○ ○ □ (5)
Best venter corner outside
must adjust to Tight Corner
as per Corner Look. 5 Step Map

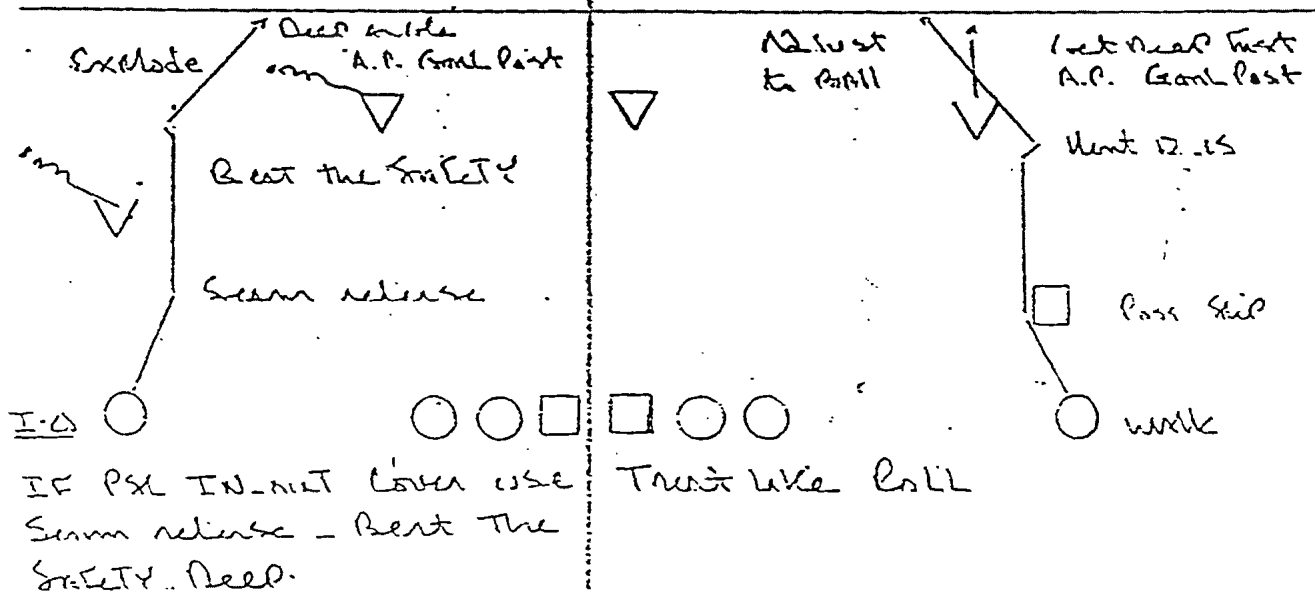
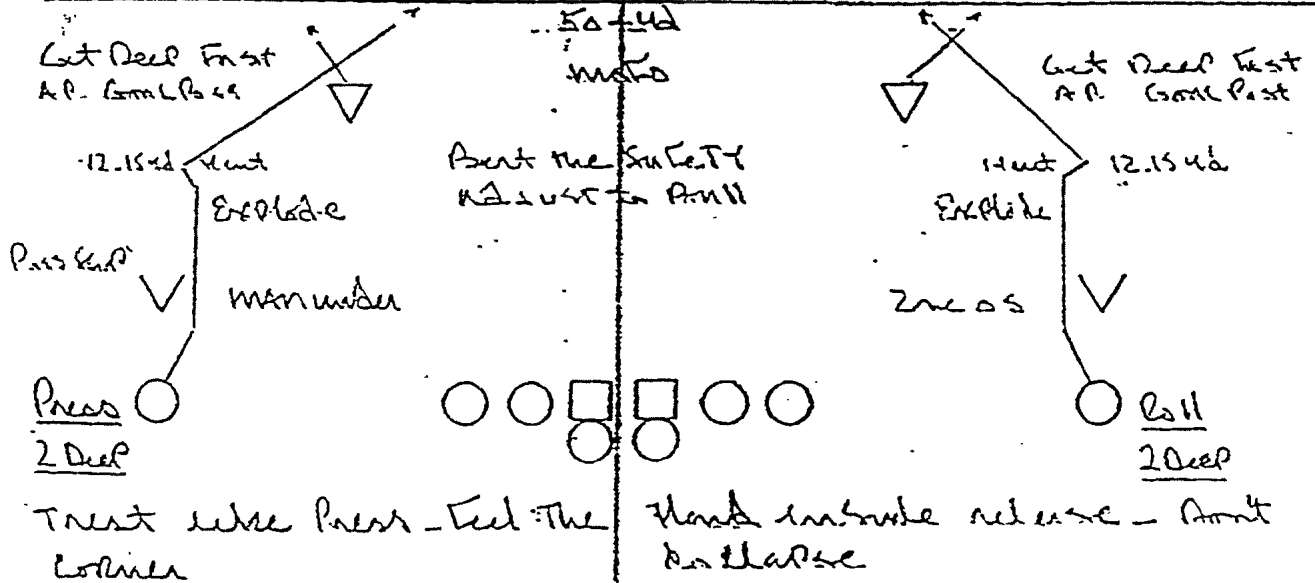
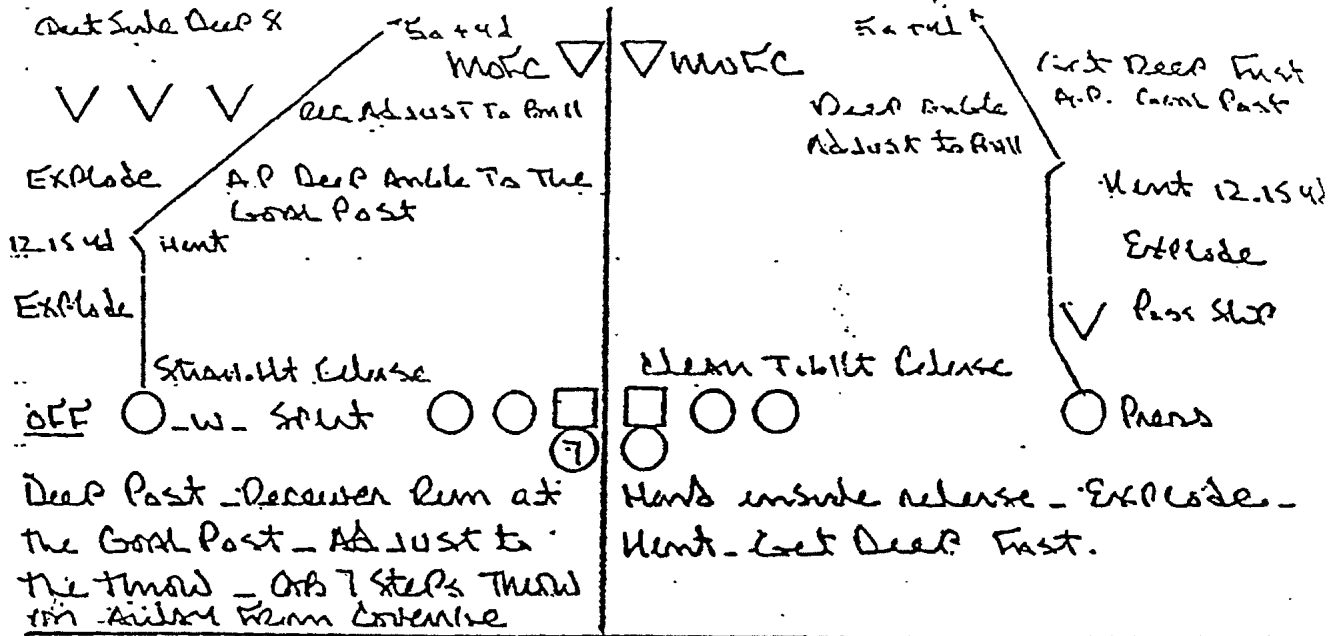
clean Tight Corner
Hunt Hunt inside - Fold then
Hunt at 12 yd - Slim Angle
Back to the Post



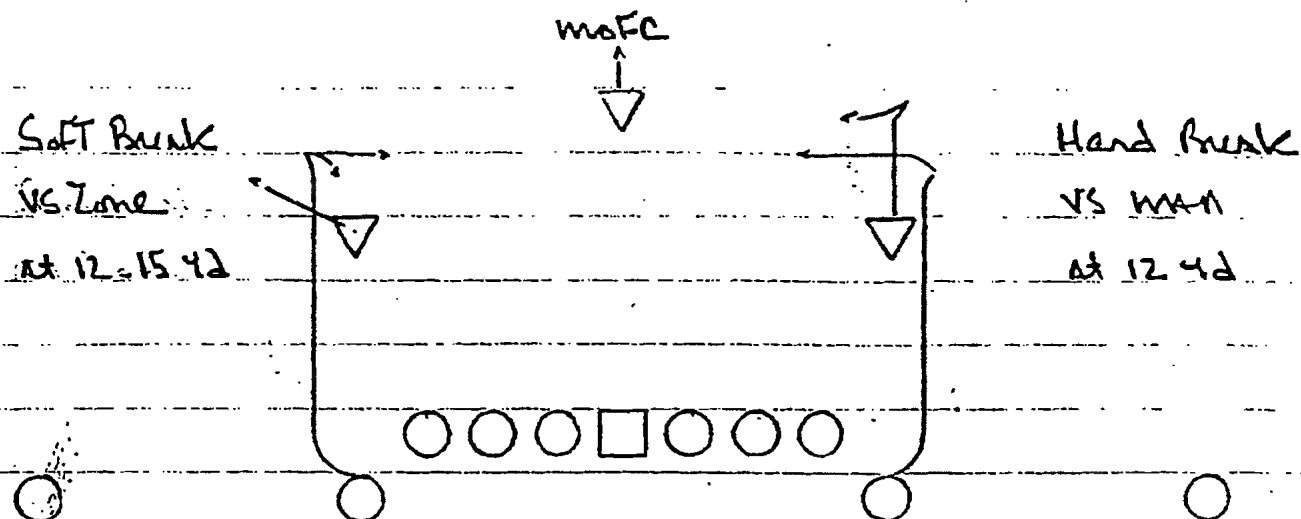
* Read Route versus 2 Deep looks



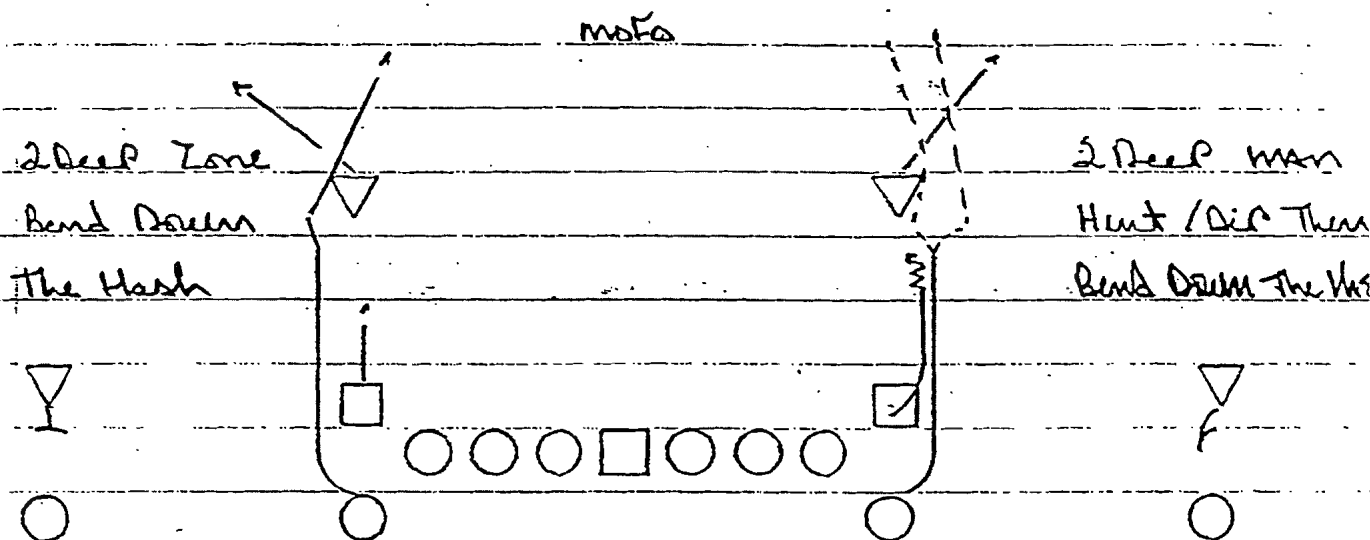
Hunt the Corner sent * Read Route
The In-out.



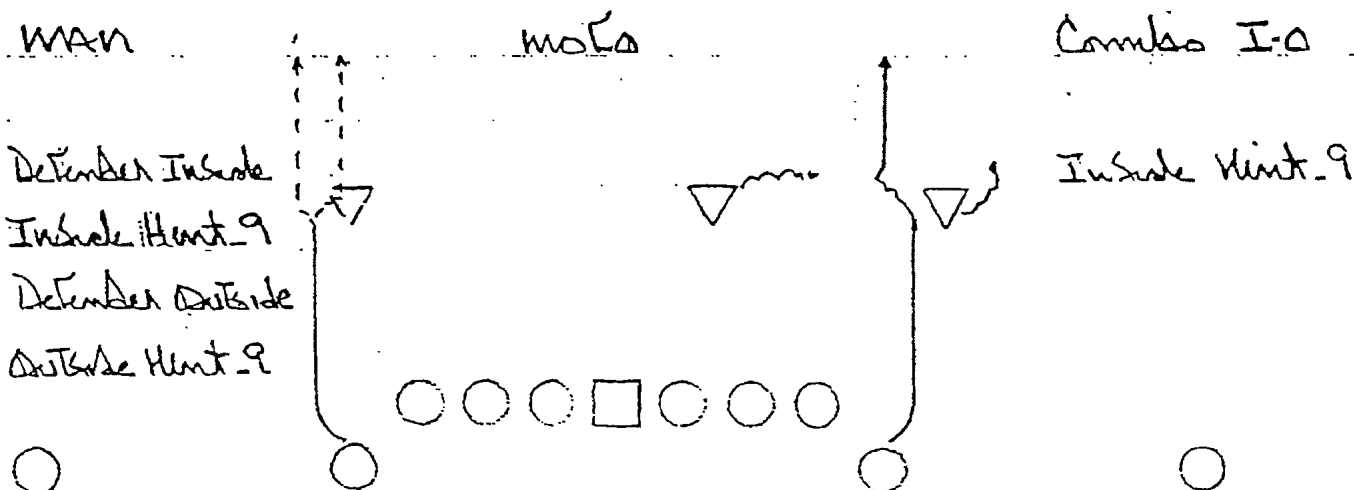
Inside 8 Bend

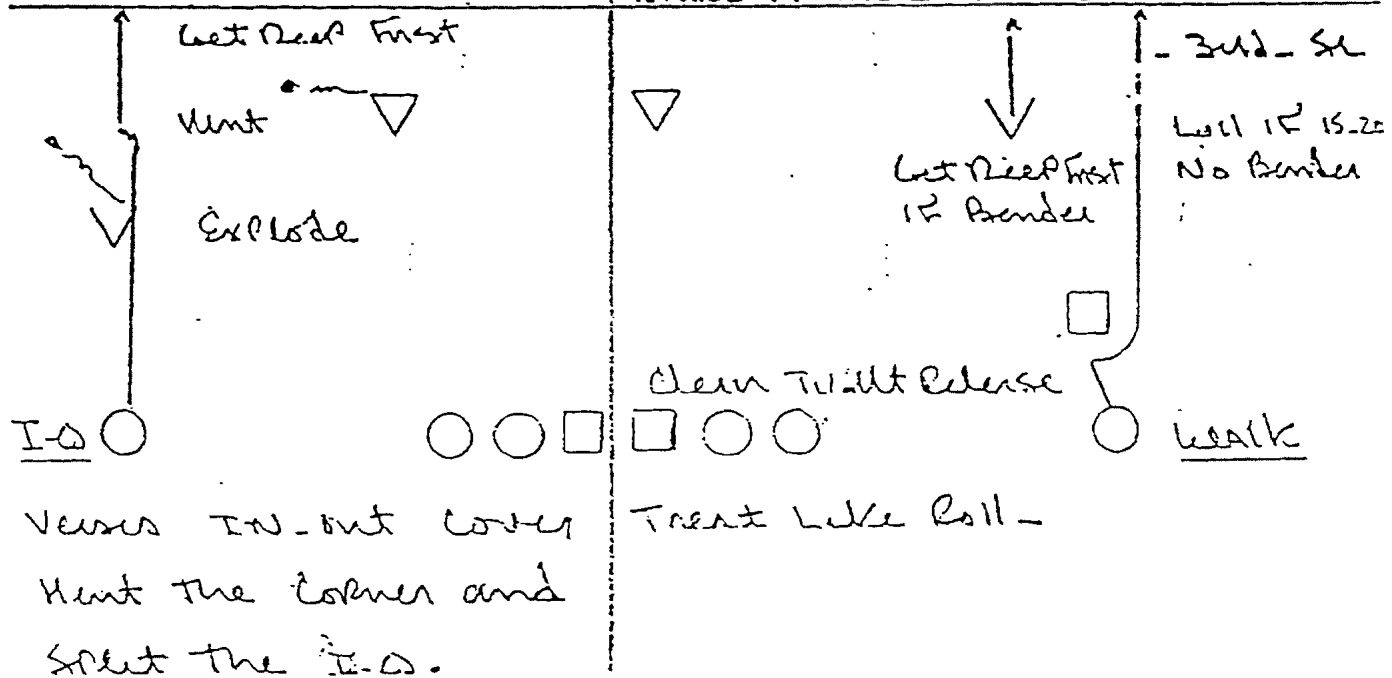
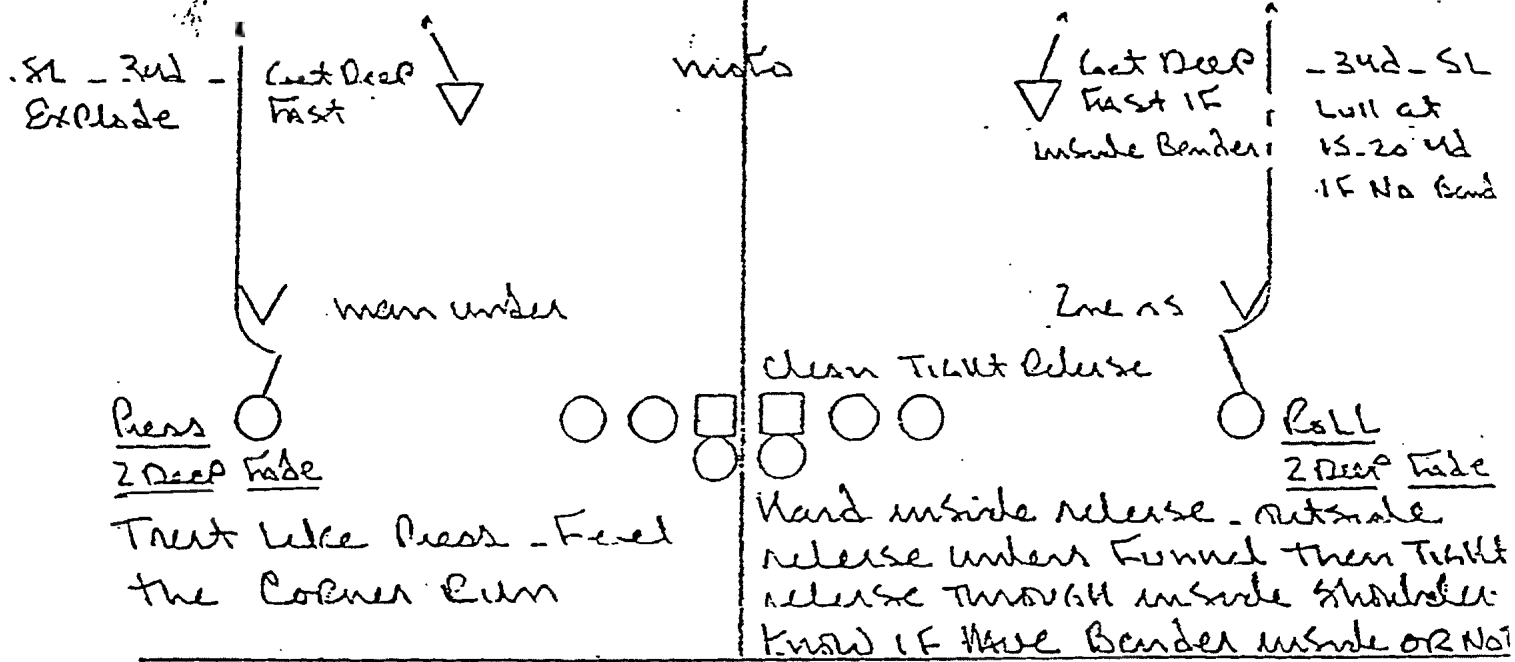
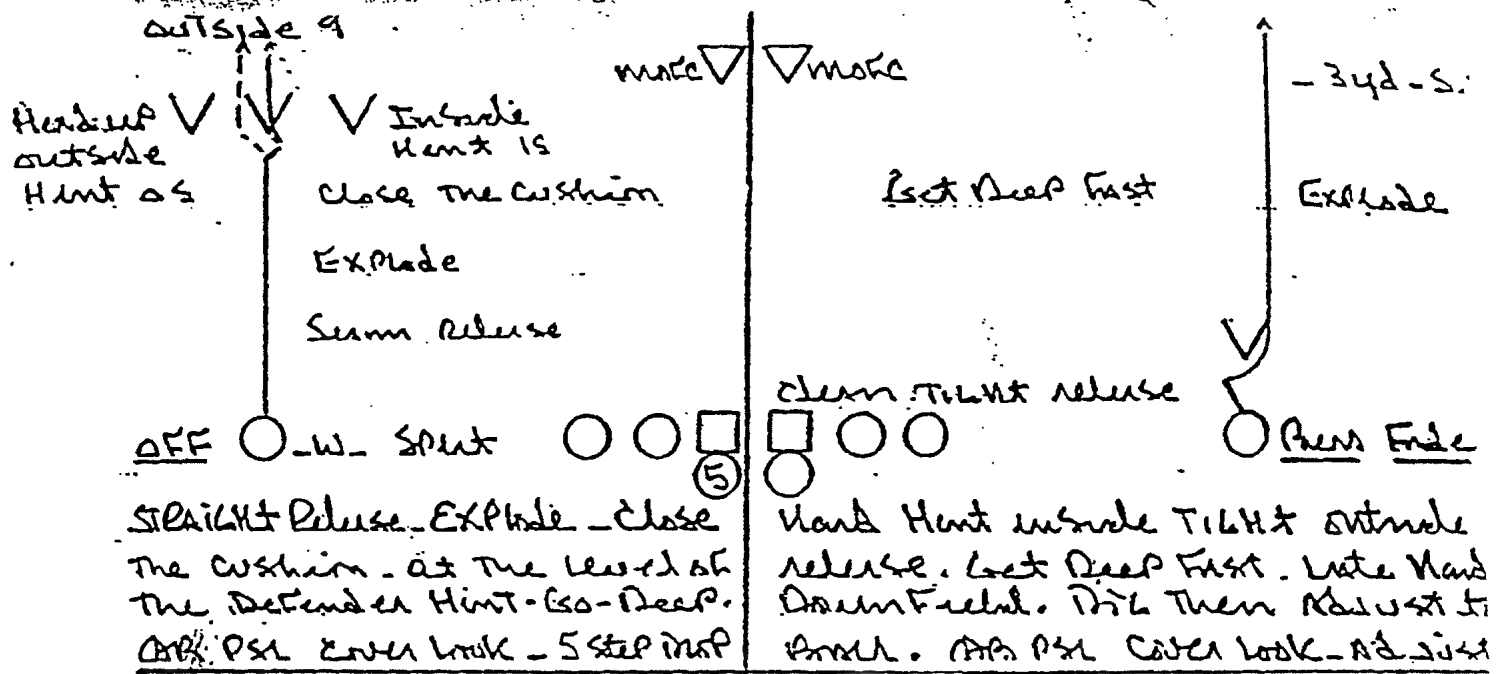


Best Release - Bend Near SAFETY to Fire SAFETY For moFc or moF



When Near SAFETY: For SAFETY Split Then Bend Down The Harsh





autotrip chena

V V V

make V V make

74d S.E.T. - Hand Run-a-way

Hand Run-a-way

54d Area
SUP - hint

OFF - W - S.H.I.T

Hint inside - Show Fade

Press

Strait Release. Hitch - Verses
Zone Soft Break - man Hand
Break. Run-a-way. This is
an outwit Route. Be Decisive

Hint - Fade release - SUP/Hint
at 54d Area Run-a-way
must NOT Be worked out

make

54d Area

Hint
SUP

Hand R-a-w
OR uncatcher
man under

Press
2 Deep

Treat Like Press - Feel
the corner Run.

Soft Break

54d Area
Pressure

Zone as

Roll
2 Deep

Drive through inside shoulder
of Furred - Pressure the cleo
Soft Break inside Verses Zone

man

outwit

Safety Loose Hitch/Soft
Safety Tight R.A.W

Soft Break

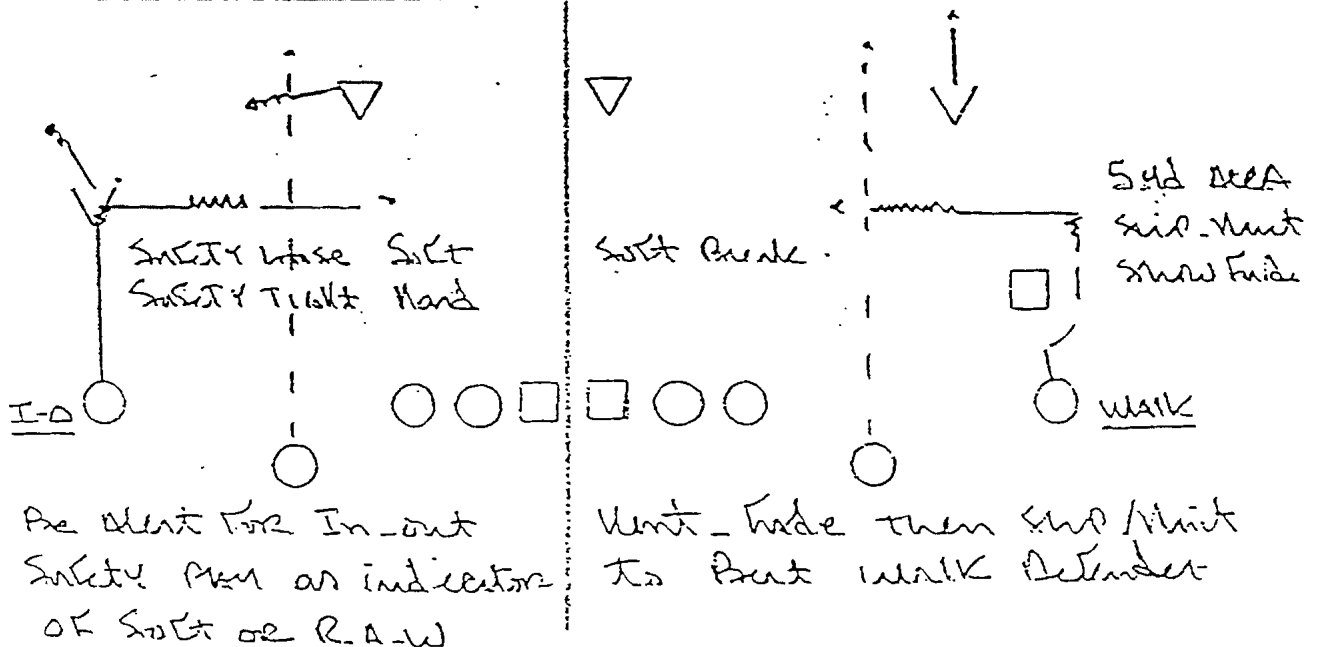
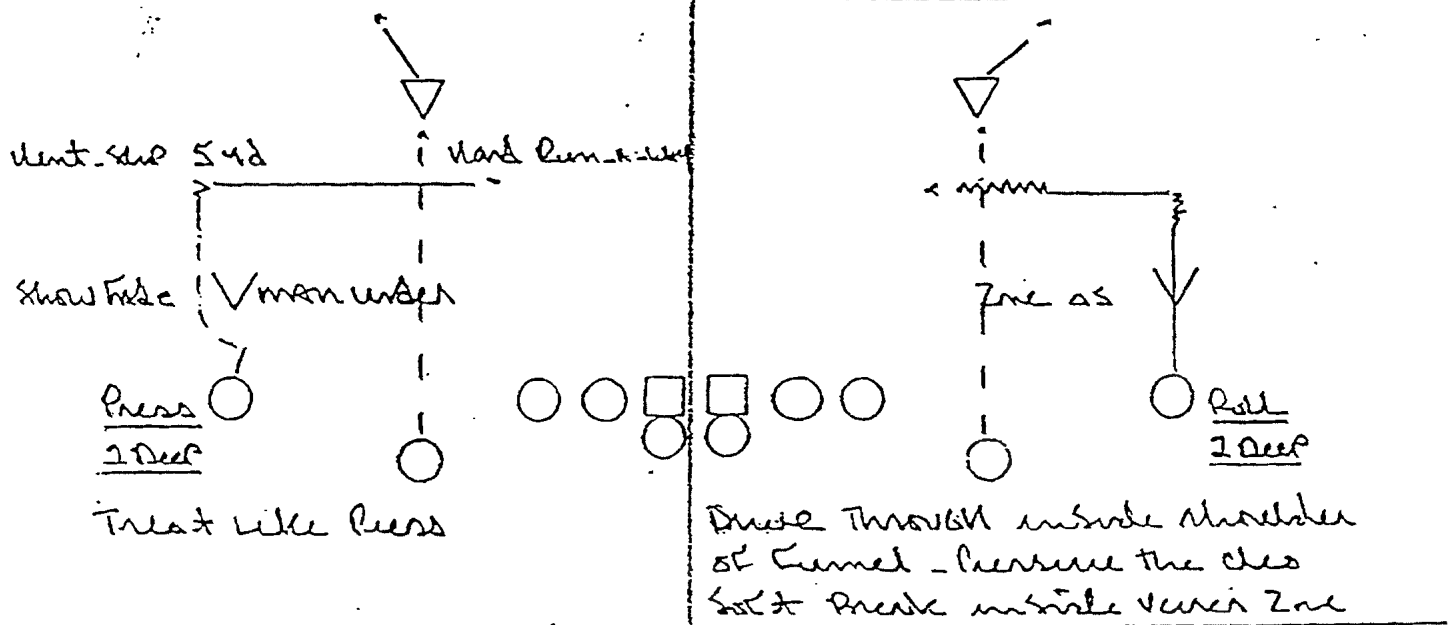
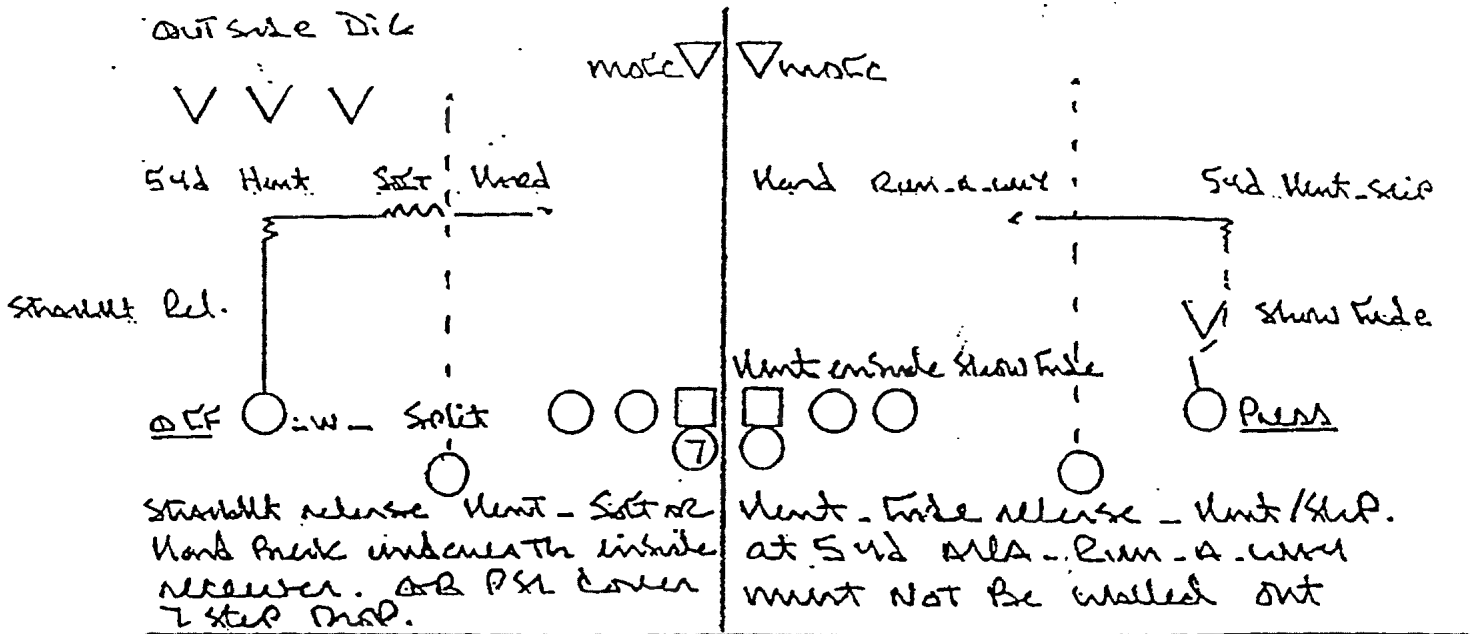
54d Area
SUP - hint
Show Fade

IO

WALK

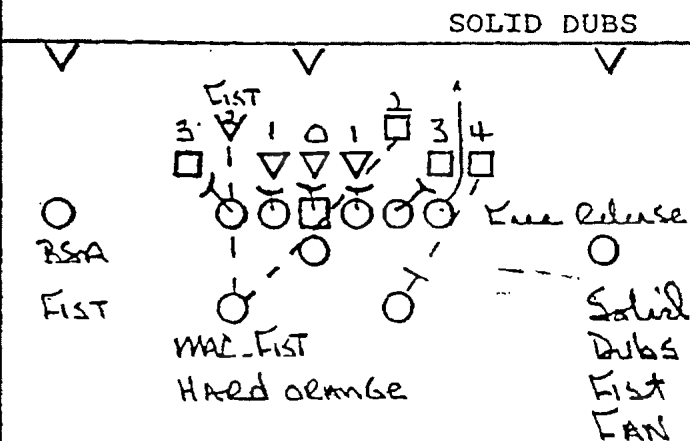
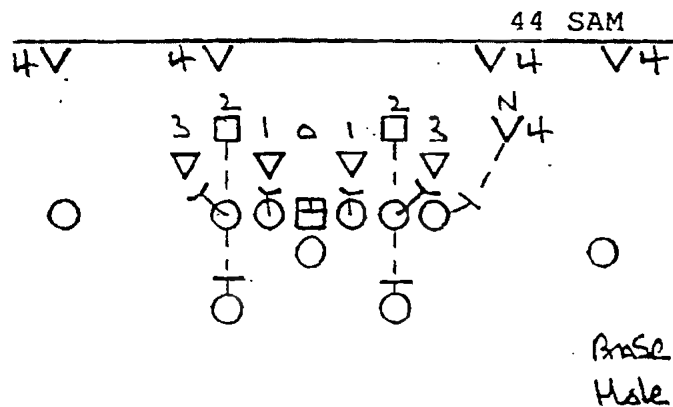
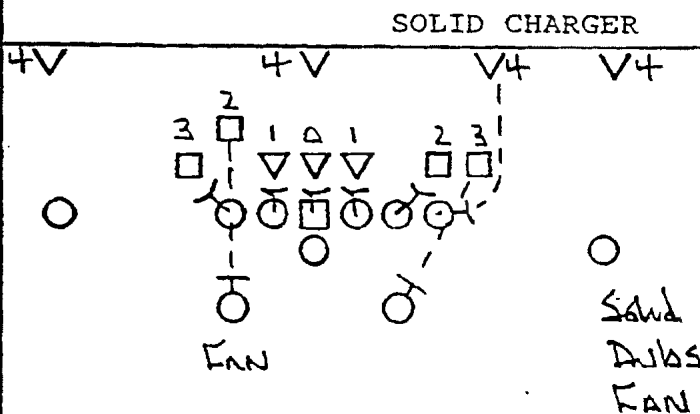
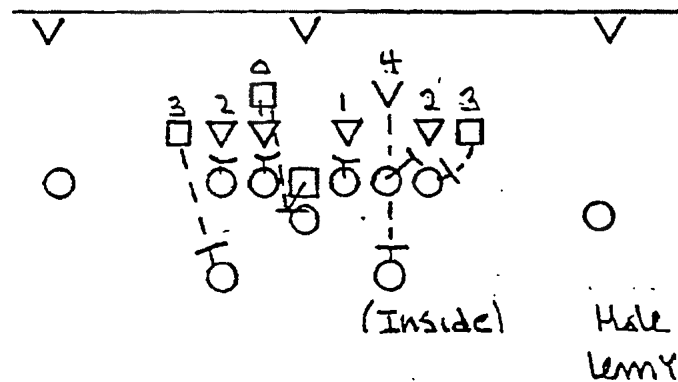
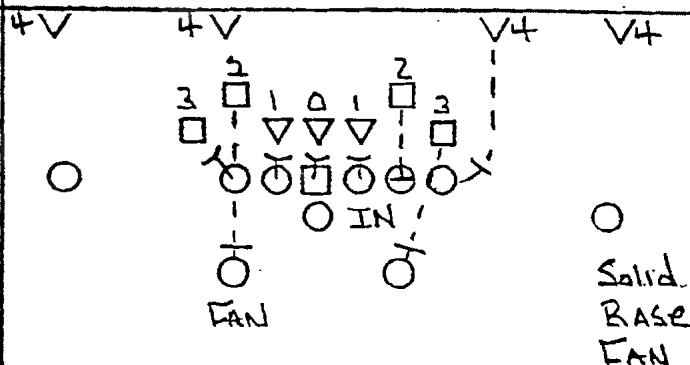
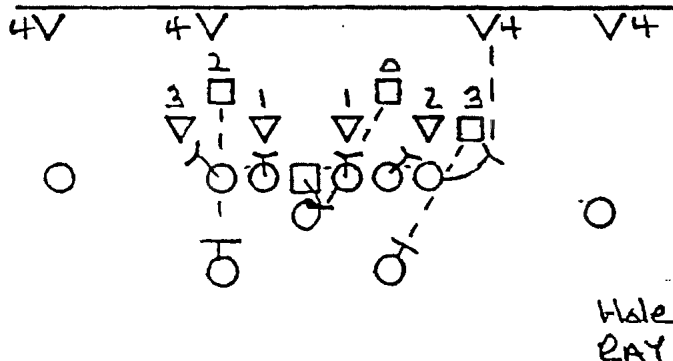
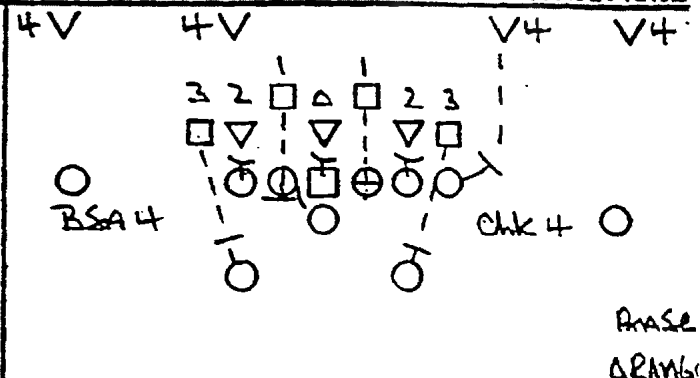
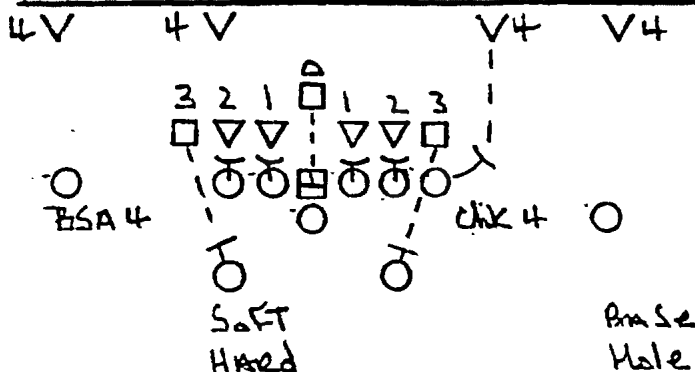
Be alert to Depth of
IN-out Safety - man
Hitch - Soft or R.A.W
Post Tight Safety

Hint - Fade Then SUP/Hint
to Beat The work Decider



PROTECTION: BASE

The on Side is The Formation Call Et
 GB Chk. 1 Side For BSA. 4th Rusher WK. Normal X Break is Start / Fan
 Start Break is Out / Fade. Backs Chk OLB. SAFETY PRIORITY (ALK Butz in
 Your Lbe). YTE Chk 4th Rusher. NKL 4 WK AB SIGNAL 4. VS 4 WK Shc
 Butz WK Start BSA. NO Butz Ad Just Run Route. Solid Dubs Fir
 Chs SIGNAL FIST. WK. BACK Alert Hard CALL vs Blow. Solid Dubs FIST



AB Drop Block Protection Notes

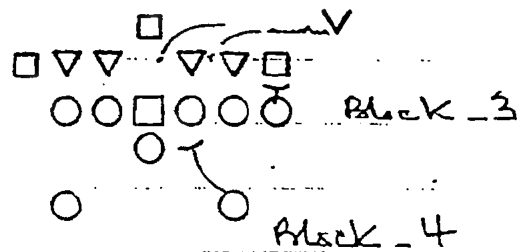
Protection

Pin Se

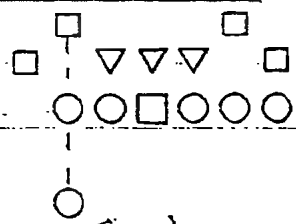
Rep LIZ vs 34 Available

Alerts

Inside Call: vs Show or Late Blow/Divide Alert -- i
4th rusher inside the YTE -- The strong block call
inside so YTE will block the 3rd rusher.

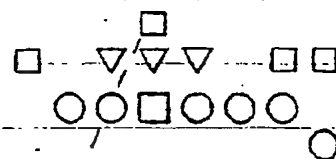


Solid Dubs First



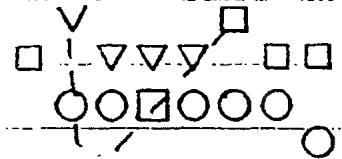
Solid

CTR - Geds Covered



Solid Dubs

2 Def over Y



Solid Dubs First

Def in The Well

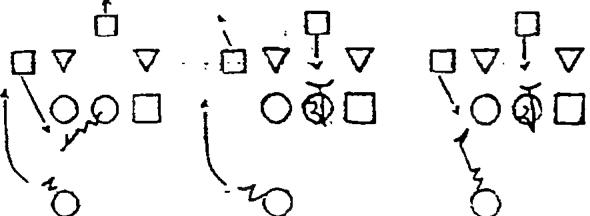
R BK Alert: FAN -- HARD -- HAND ORANGE -- CHK MC-Fist vs SDF

Rep LIZ: Weakside call -- Rep LIZ LT. used vs 34 Available and

Purpose: use The Geds to Blk Back when Mike Profs. Possible

Weakside call if Anticipate 34. Used with Pinse on on shot. Will

Robert Lacey - Fresh Lightening.



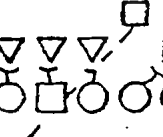
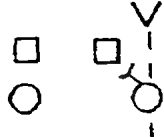
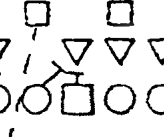
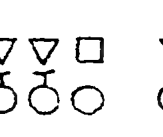
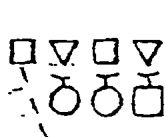
CALT Fan

mcu Pinse

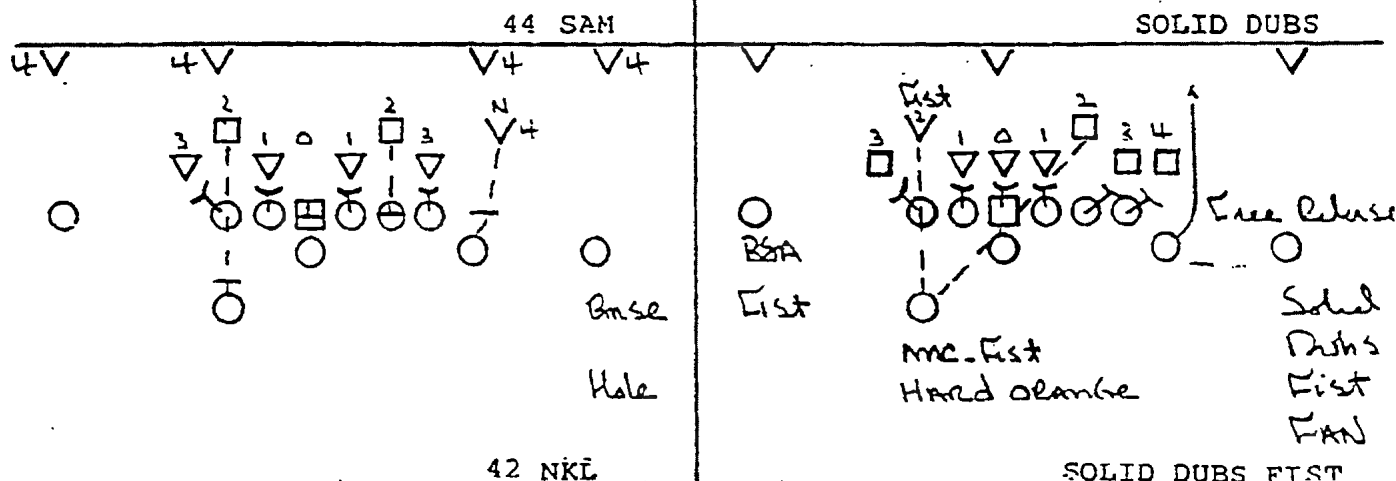
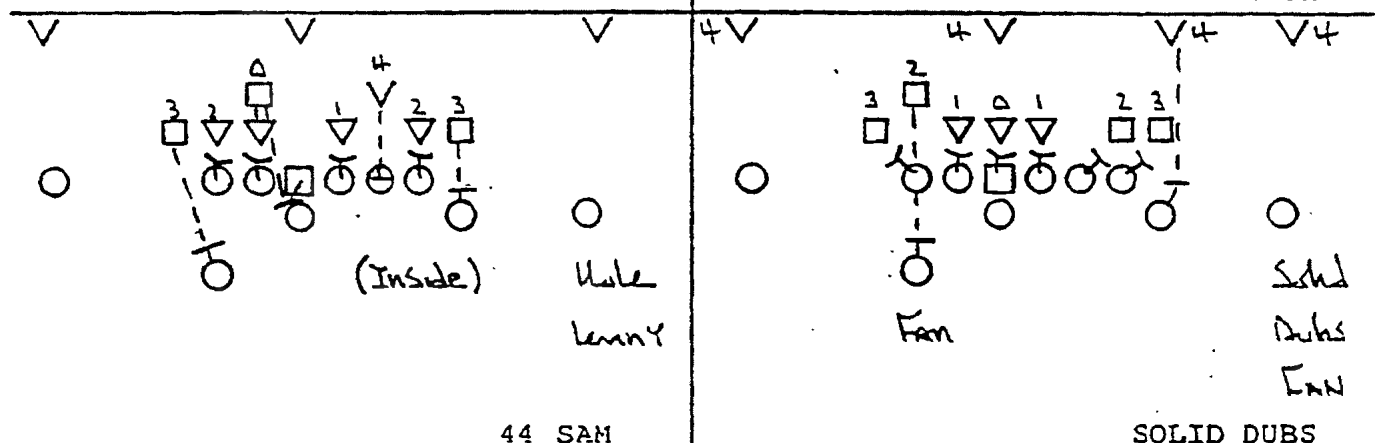
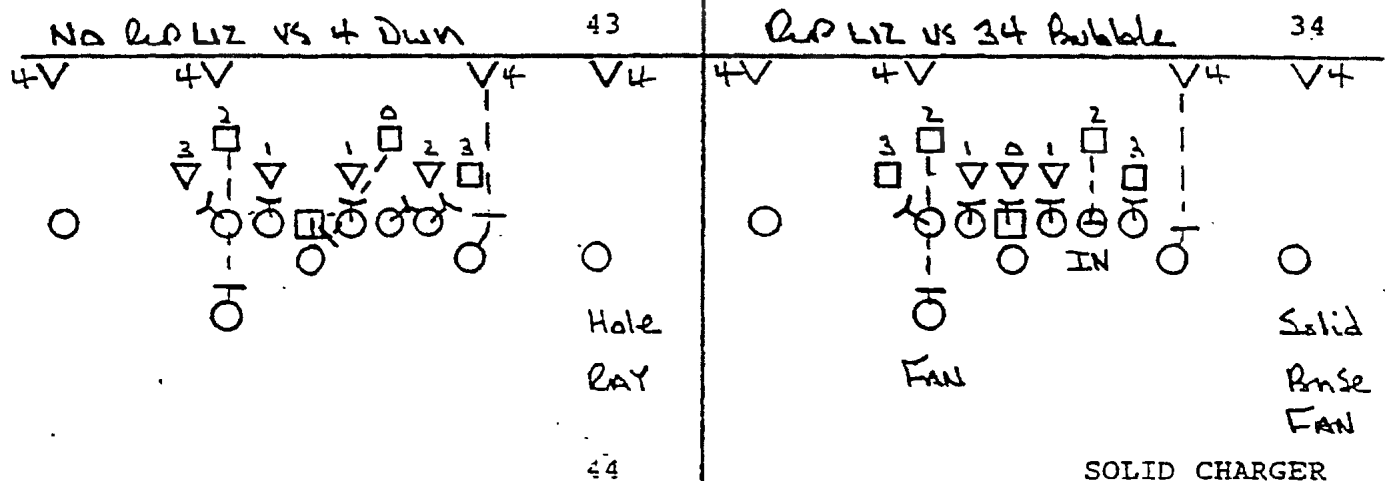
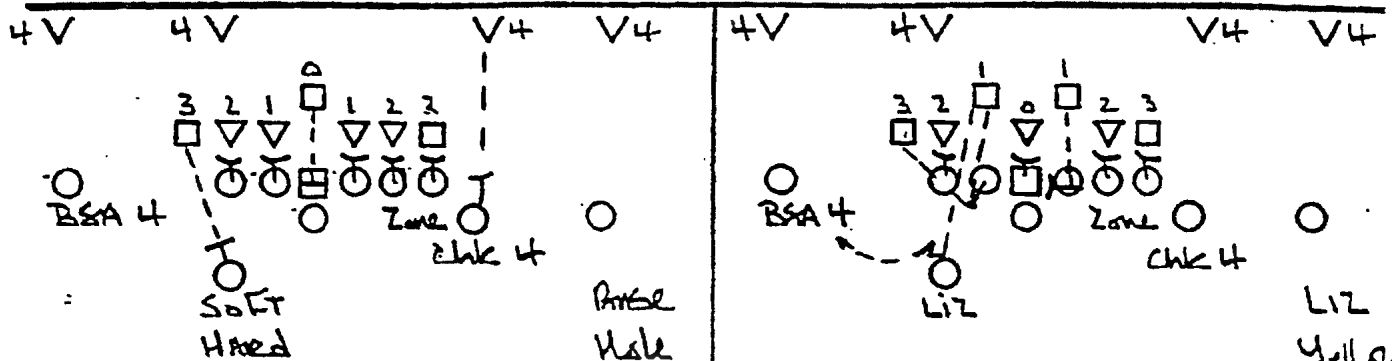
4 Dubs Pinse

Block release vs 1 Lbr Dubs -- when
mk Dubs R focus on Block.

Rep LIZ called off at LOS vs Leds Below



PROTECTION: OH The onside is The Formation Call R+1
 OAB Chk 1 Scale For BSA - 4th Rusher Wk. R Back Block Anse. A
 Tells Y.TE Chk 3rd Rusher - AREA with Tackle / Tells H Anck Chk 4
 Rusher - next Inside Call vs Show Allow/Divide Blitz. W R B8
 And OAB Signals Same As Anse. Next: R+LIZ vs 34 Bubble.



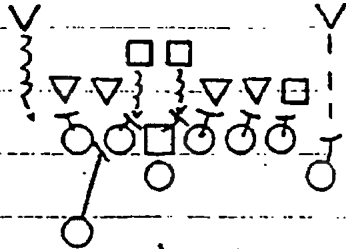
AB Drop Back Protection Notes

Protection

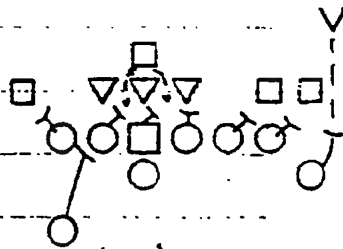
ΔH

Re L12 vs 34 Available

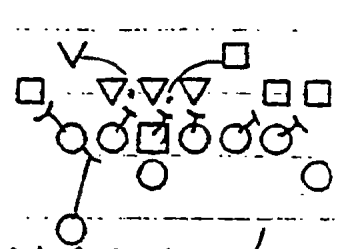
Muts



HARD vs ALLOW



Hard scramble vs



Solid Dots / SDF RLS

Note: Do not like this Protection vs Solid Dots / First

Protection

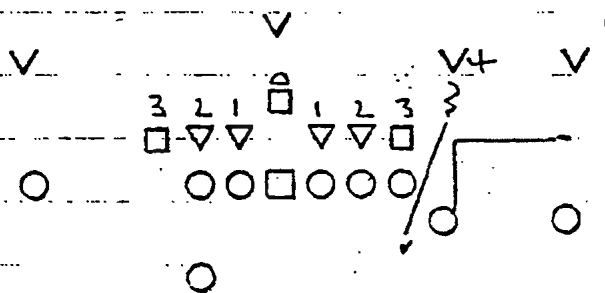
ΔH Shot

Re L12 vs 34 Bubble

Explanation: Tells H Back is Hot off 4th rather than

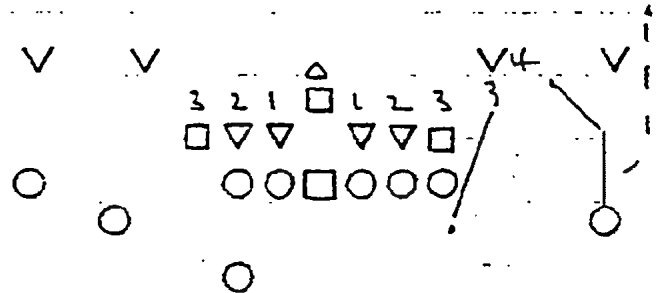
Tells The AB To chk 2 Sides For BSA. R Back

and Y TE block OK - H Back Free Release HOT



H Back inside

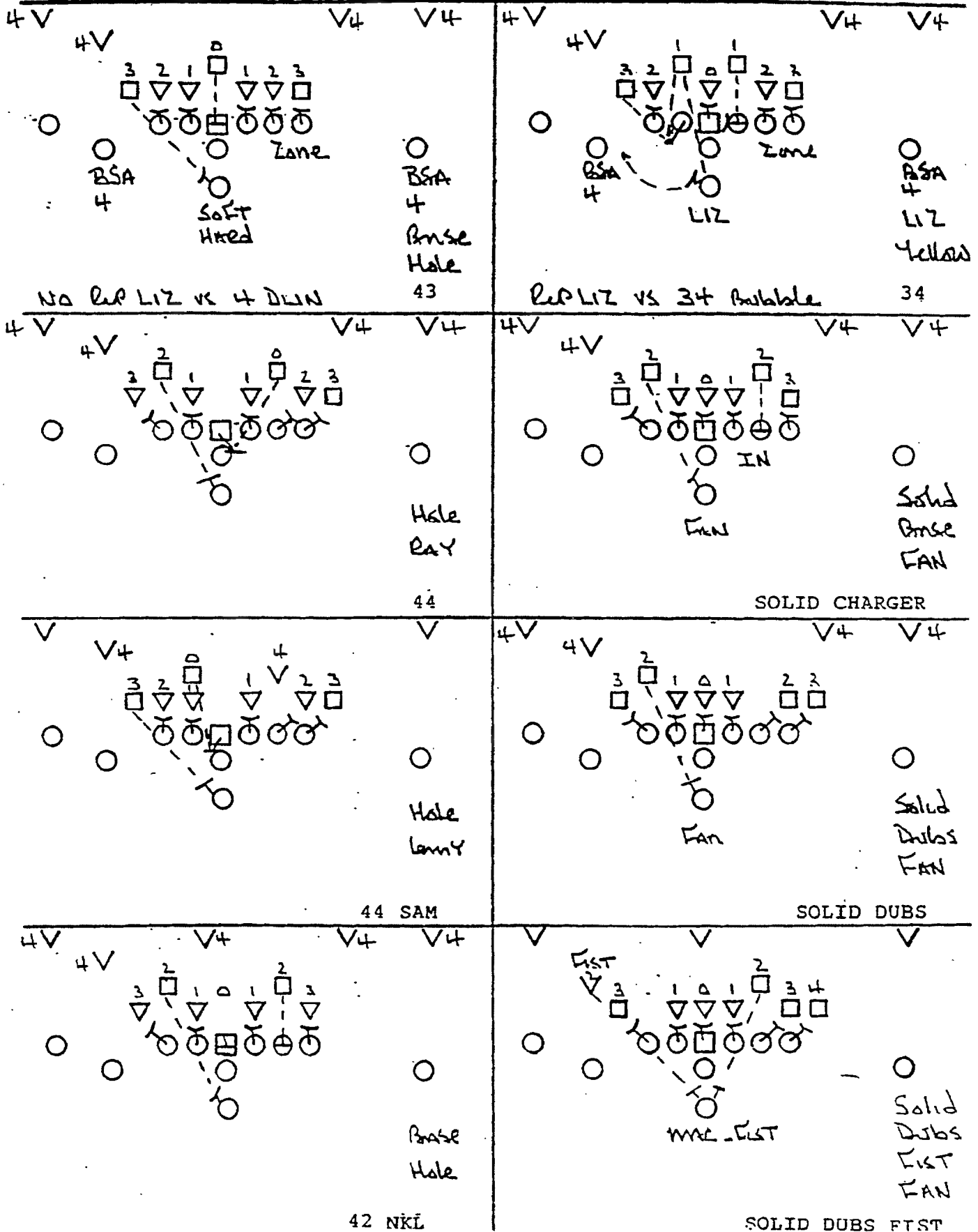
Break out



H Back outside

Start/Fade

PROTECTION: LA Hi The outside is the Protection Call Lo - R:
 Vi - R RT. OAS Chk 2 Sides For BSA - 4TH Rusher WK and St. R Bn
 Block Brise. YTE Chk 3rd Rusher - MEA with Tackle. WSR and Sea
 BSA Same as Brise - Next SSR BSA off 4TH Rusher St Slant/F
 BSA Signals Same as Brise. Next: Rep LIZ vs 3+ Bubble.



GB Drop Back Protection Notes

Protection

Lo Hi

Re LIZ 34 Bubble

Alerts:

R Back chk albr opposite the YTE.

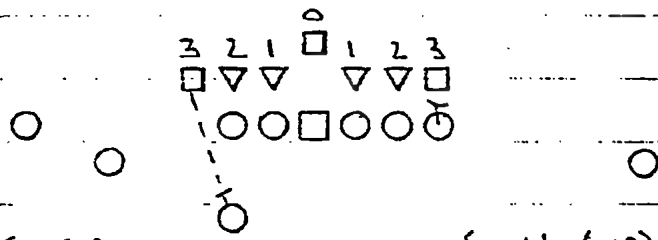
YTE chk 3rd Rusher opposite R Back.

R Back Alert Re LIZ vs 34 Bubble.

4V V4

4V

V4



Slot BSA

Smile (SSE) BSA

Lo R chk - LT / Hi R chk - RT

Protection

Lo Hi Htch

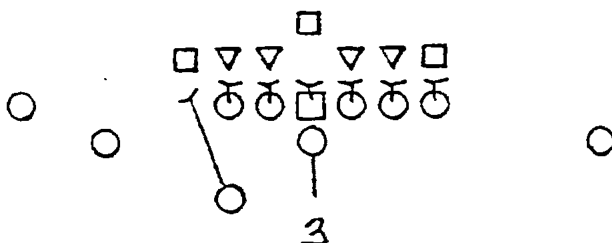
Aggressive Set - NO Re LIZ

Alert:

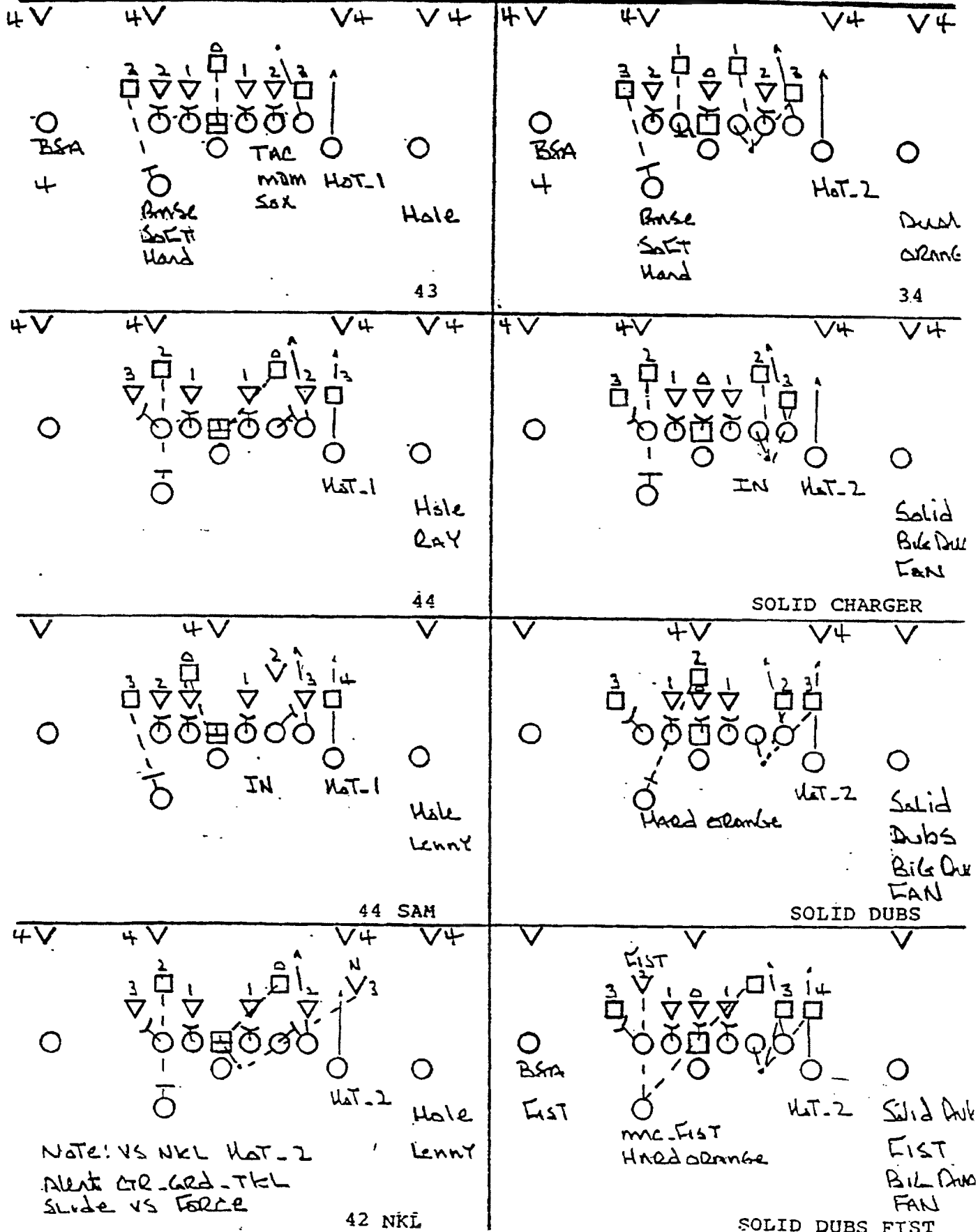
Used vs 43 when MAC is a Problem on MAC I. Del vs Charles 10/11 Htch. Aggressive Pass Pro-AB 3 step. BSA For AB and Receiver is Htch Route.

V V

V V



PROTECTION: SCAT The inside is the Protection Cell --
 Sect 24/1T. The CRB Chks 2 Sides -- BSA W/L and Hot ST. Y-H
 Free Release Straps Side -- Hot Off Lbr-Safety. R Back for
 Back. The CRB Threat 43/44 The Same -- Chk MAC/NKL
 be next to Chk MAC - N/AB - Y-H Hot-2.



QB Drop Back Protection Notes

Protection

Scat

Strong Side Y-H Free Release Hot

Alerts

The onside is the Protection Call -- Scat Rt / Scat Lt

QB Check 2 Sides -- Weak Side BSA / Strong Side Hot

Normal X Break -- Start / Fade

Slot Break -- Out / Fade

Y-H Hot

R(F) Back Base Blockable Rules.

H(F) Back Free Release Hot -- Fast Alert wrt at H Assume Hot

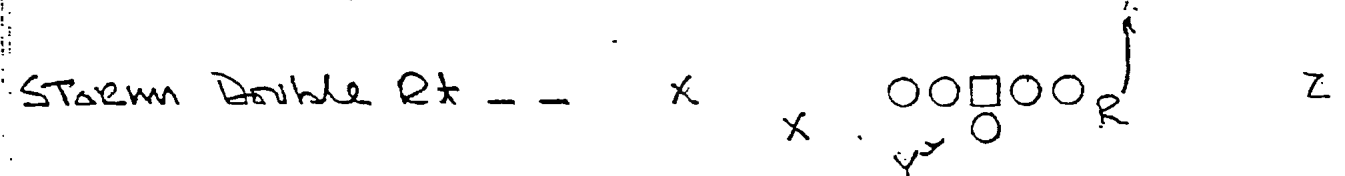
Y Free Release Hot -- Pop

Nickel 4 week -- QB Signal 4

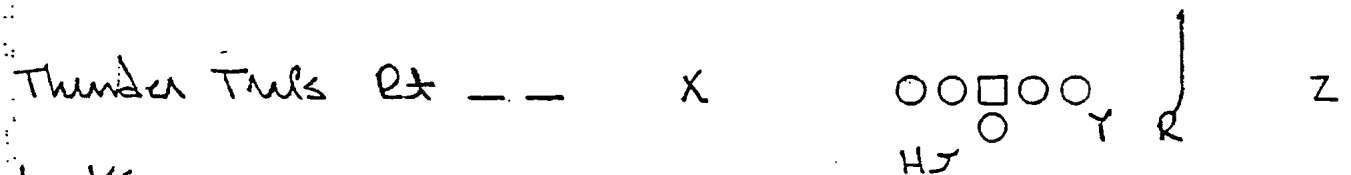
Nickel 4 week Show Receiver Start Break -- No Blitz As w.t.

Sold - Dicks First -- QB Signal - First

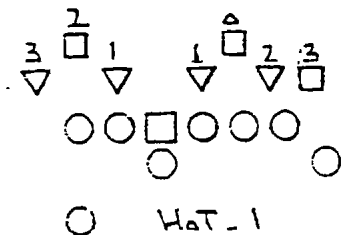
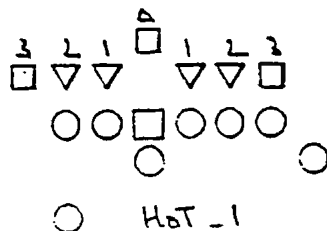
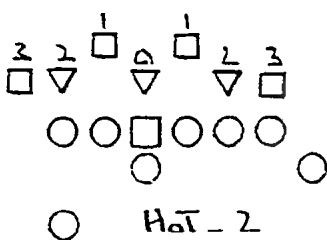
Alert: Storm -- Exchange of alignment/assignment between R-Y



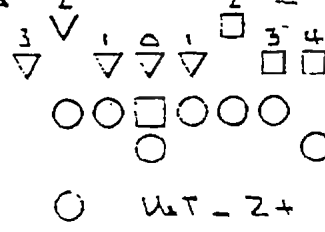
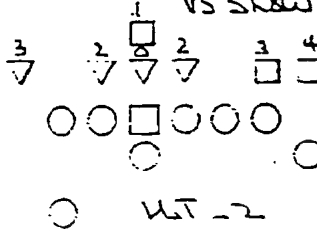
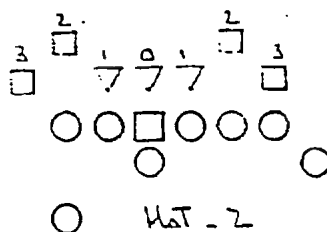
Alert: Thunder -- Exchange of alignment/assignment between R-H



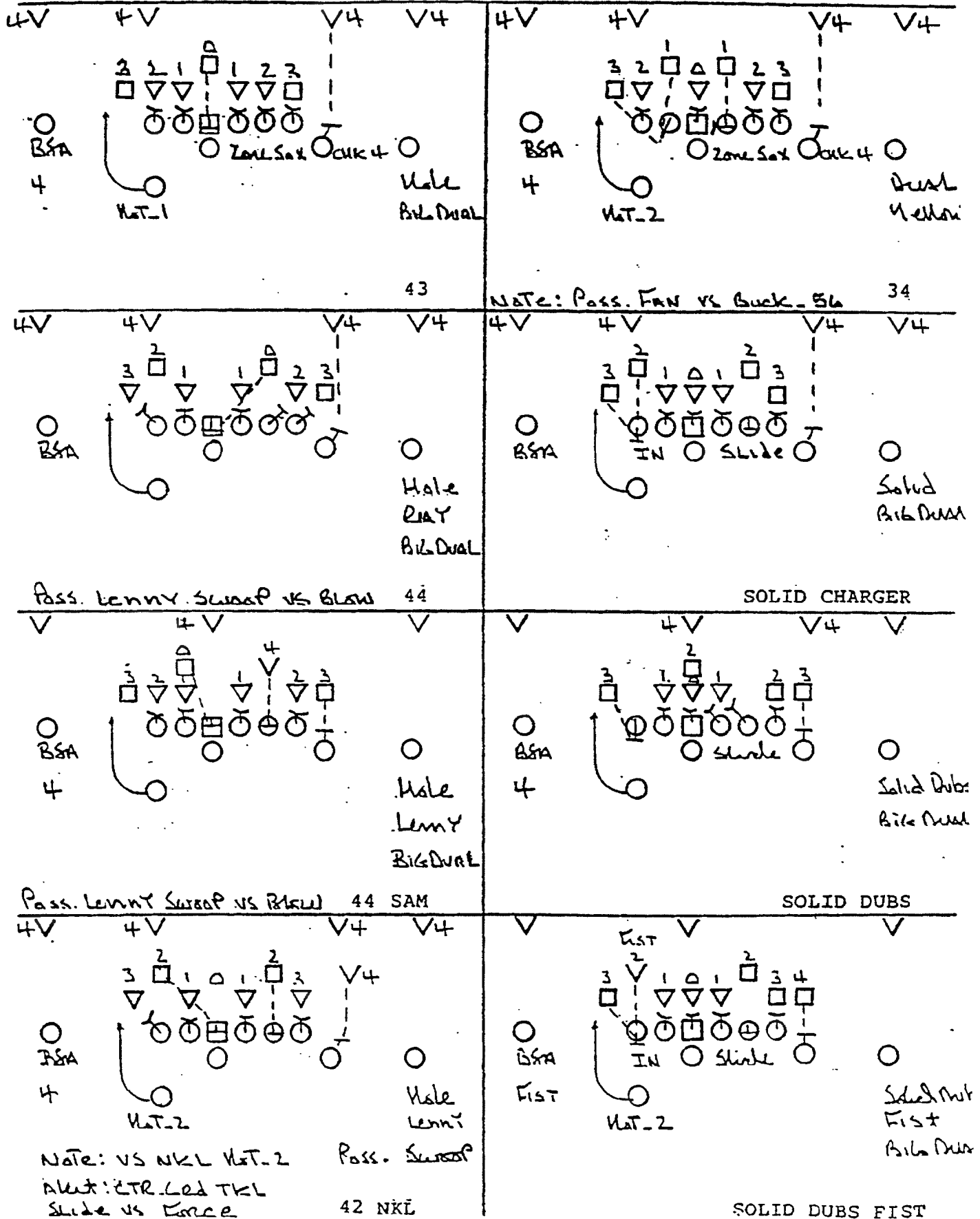
Looks



Note: Center Tack 43, 44, Nk 42. Same -- CHK m



PROTECTION: Scream the outside is the Protection Cell
 Scream 04/14. The AR chks 1 Side -- BSA/HOT Wk. R Buck is FA
 Release HOT vs Dubs / BSA vs BltZ. Y-H maximum Protection str
 Alert: Swoop vs 4th Rusher inside Y -- Slide vs Solid mac inside Tac
 The CTR Treat 43-44 The same chks mac / NKL 42 Chk Buck - SACTY/AB-R1



CB Drop Back Protection Notes

Protection

Screen

Weak Side R Free Release Mt.

Alerts

The inside is The Protection Call -- Screen LT / Screen RT

CB check 1 slide -- weak side BSA / Mt alert: short side

Normal X Break -- Slant / Fade

Spot Break -- Out / Fade

R Break Mt vs Dog / Blitz

H Break check 4th Rusher -- Possible Swoop.

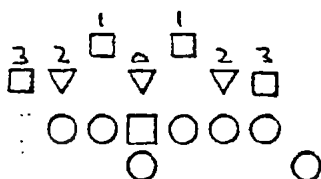
Y check 3rd Rusher -- Possible Swoop.

Nickel 4 weak -- CB SIGNAL 4

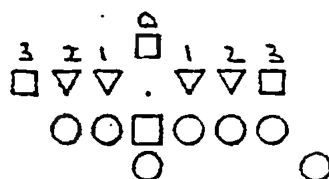
Nickel 4 weak show Receiver Start Break -- No Blitz Adjust
Solid Dots First -- CB SIGNAL -- First

Note: Center uncovered clock max location -- Pass Hole Limit / RAY
Must Lenny / RAY wk -- Swoop vs show blow.

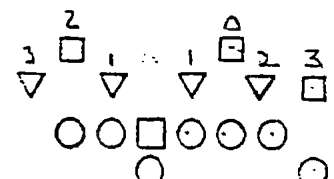
Looks



○ HOT-2

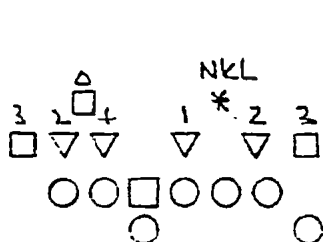


○ HOT-1



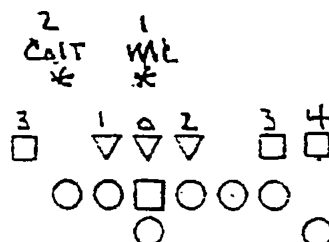
○ HOT-1

Note: Center TREAT 43-44 Same -- Clock max
VS Show Blow -- Lenny Swoop

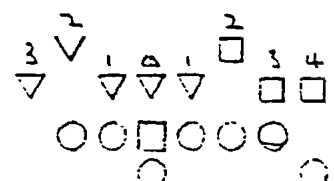


○ VS 43: Mt vs NKL
HOT-1 / VS NKL
Mt ST. Lenny
HOT-2

VS Show Blow Lenny Swoop



○ VS Mt vs NKL
Mt Blitz / VS
CALT HOT-1

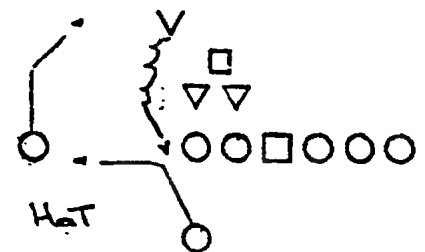
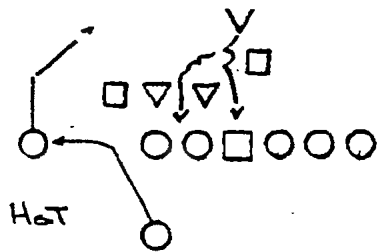


○ HOT-1

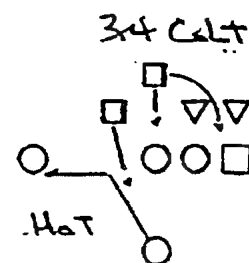
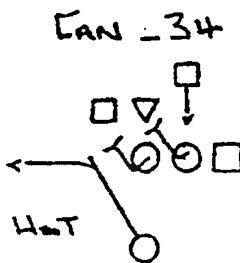
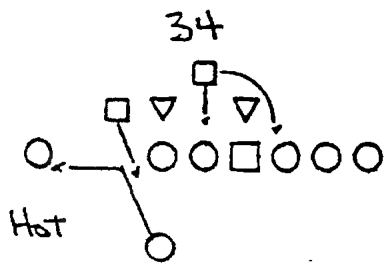
VS Show Blow III slide

Scream Passes - 'Hot' Rules

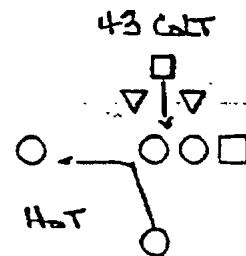
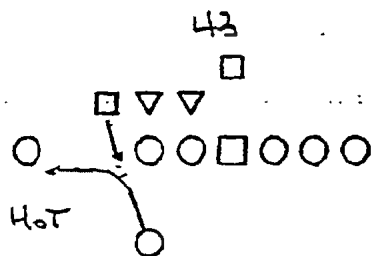
① Weak Safety Blitz - Alert if WS in the 54d area



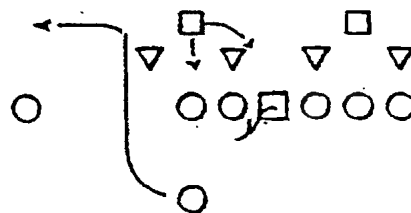
② 34 Defense - Prothe Lines must Not. Except Fan



③ 4 Down Defenses - I Buck Dogs - Not



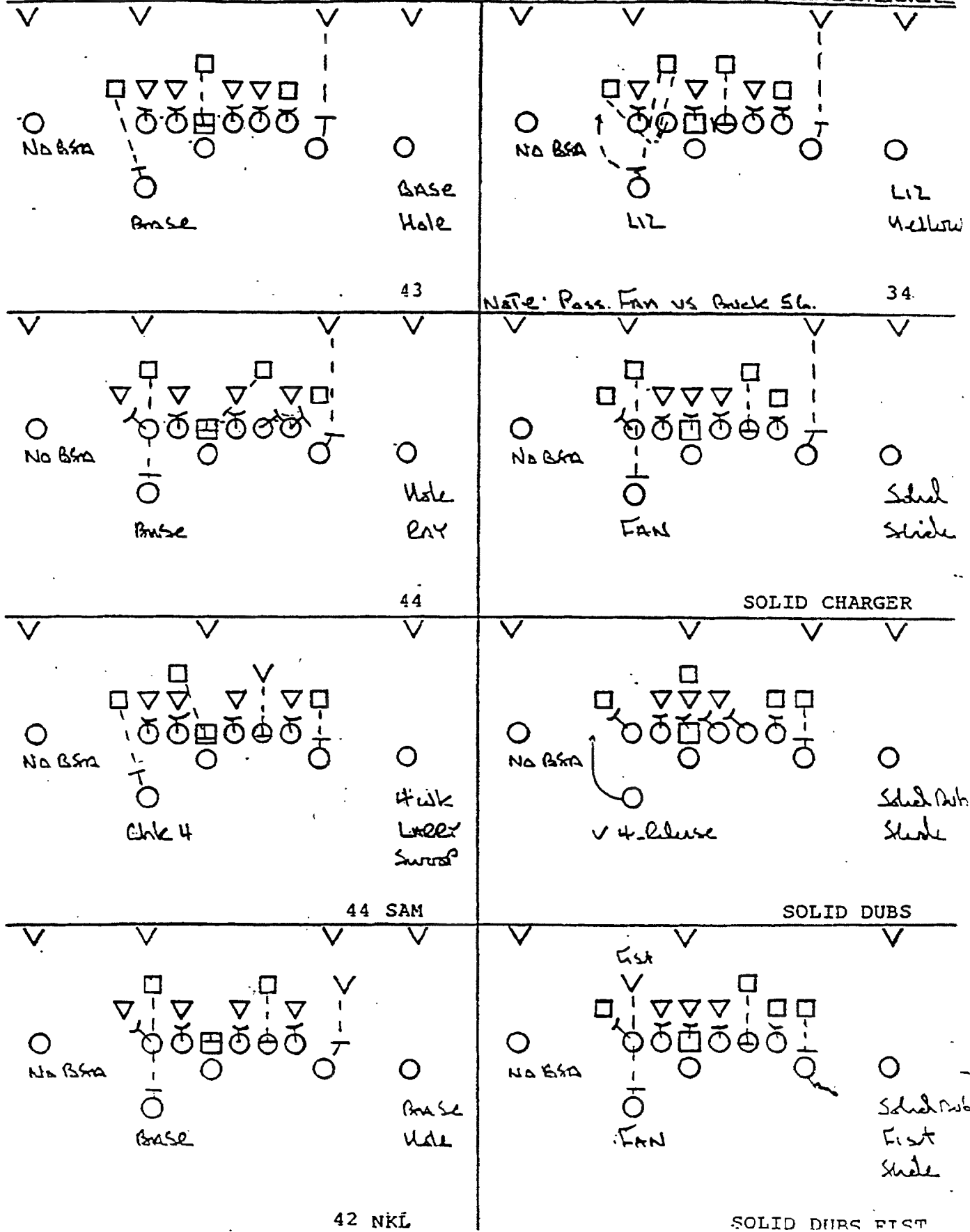
④ 4-2 Nickel - Center uncovered - Lbe Type Dog, Not



Note! Center Hole Limit
✓ Lbe Type in Back Posi

⑤ Basic Rule to APPLY: IF the Center is Covered on or off and Buck Dogs R is Not - Exception is The 34 Defense.

PROTECTION: Robert LARRY The on side is the Protection Cell --
 Robert et / LARRY LT. maximum Protection for the AB - Block 4 East
 WK + ST. NO BSA / NO HOT -- Receivers Run Router at Noemmel Delta
 Four call directs E.BK to Chk 4 Th further outside. WK LHR / STYNT Lks
 H Bie + YTE maximum Protect St. -- Pass Sweep. IF No Blitz Look Robert.
 LARRY Revert to Base - OH unless Schul / Dubs / First -- CALL Slide



QB Drop Back Protection Notes

Protection

Robert Lacey

EO LIZ 34 Bubble

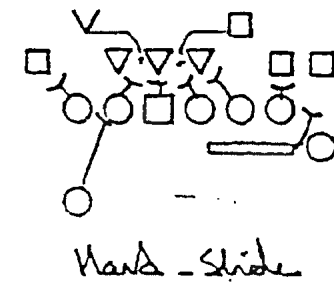
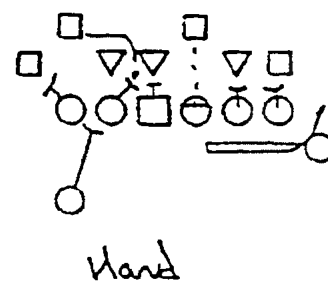
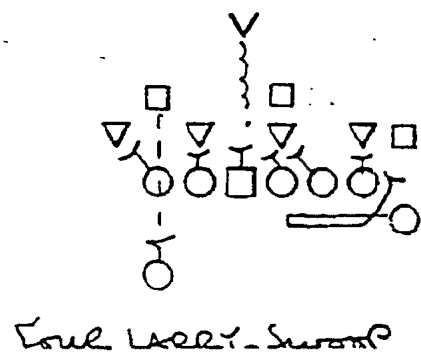
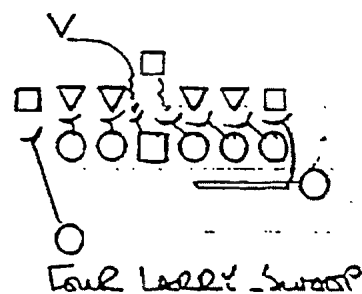
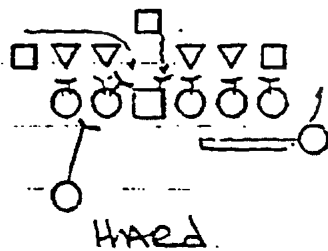
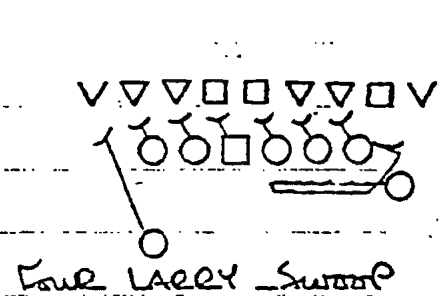
Alert:

The Purpose of Robert Lacey is maximum Protection
VS 11 up 4 weak + 4 strong possible Rob. Antz. IF
Defense Fakes Drops receivers release. Robert Lacey
is a Huddle Call - IF Hawk - 4 ST Defense Does not
show block Antz / EO LIZ. Alert: VS - Solid / Subs / First
Line Strike - Alert: Allow Drop / Antz.

Note: Block the Show Antz -- Kick Ball The Late Antz or
QB Throw the ball ahead -- QB must take Deep Drop!!

on The LOS: weak side Tackle will call "Four" - The Center will
call Robert Lacey to confirm that max P is on!

H Back: Robert Lacey assigned to get H out -- 735 H Pump



CBP Drop Back Protection Notes

Protection

Flash Lightening

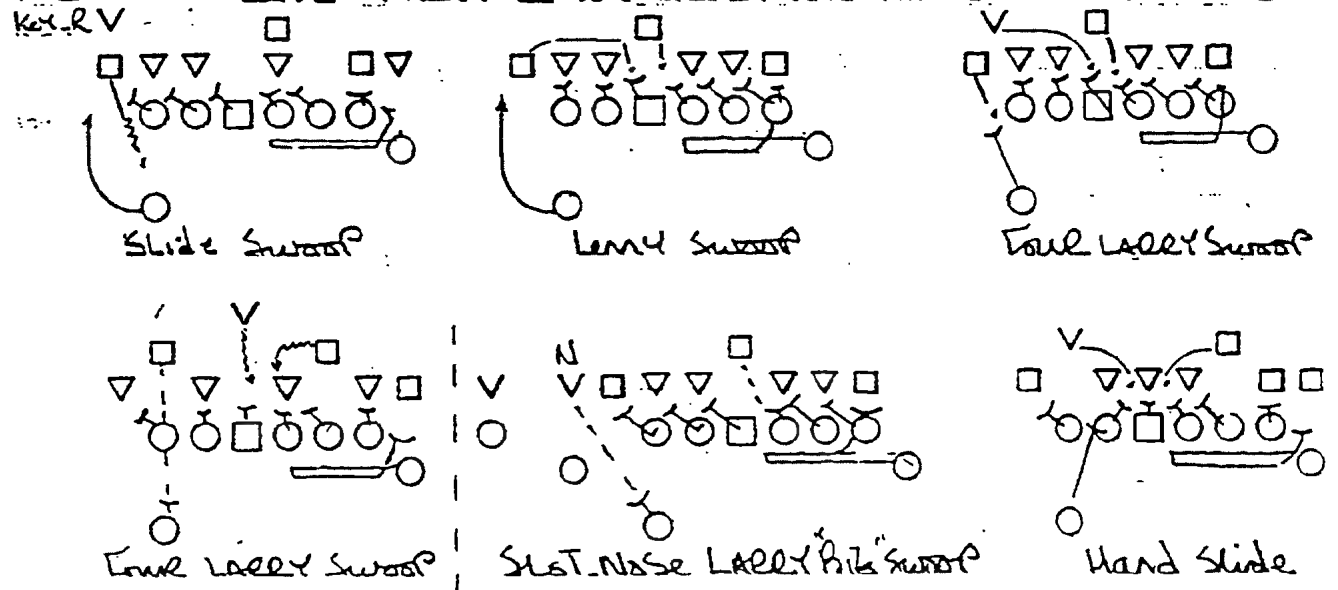
EP LIZ 3+ Possible

Alerts:

The Purpose of Flash Lightening is to Release the
2 Back For Work Side Pass Entries vs 3 man or "clean"
Looks To Defeat the British Rush (Key Dab) and Block
Maximum Protection (Robert Lacey) vs A 4 man Look
work. Flash Lightening is a Multiple Call - IF clean or
MAX look Does not show block Pnse/EP LIZ or Call
Slide vs School / Dab / Kick -- Alert Show Dab / Pnse.

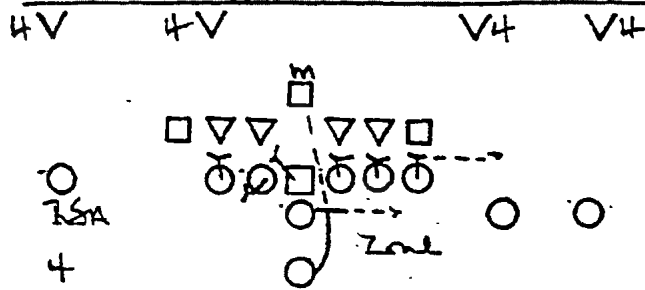
Note: Block the Show Pnse -- Kick All the Late Pnse or CBP
Throw The Ball Away -- CBP must Take Deep Drop.

on the Los: Work Side Tackle with Call "Four" vs
MAX Look - CTR Call Robert Lacey To Confirm MAX Pnse.
Work Side Tackle Call "Three" - CTR Call RNY - Lenny or
Ram Lion if uncovered -- Tells R Free Release. IF
No 3/4 Call then R is Alert For Pnse/EP LIZ / Slide.

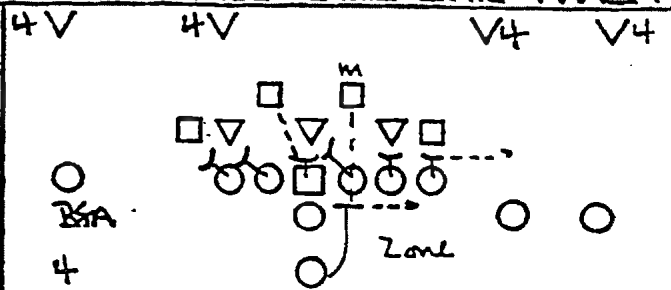


PROTECTION: OPTION

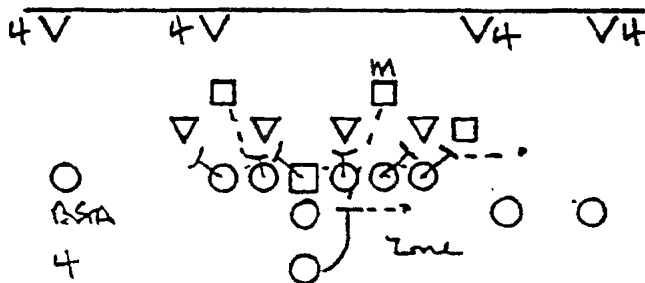
The inside is the Protection Call --
 OPTION RT/ILT -- Directs the Line Slide. AS Chk 1 Side -- BSA WK. Line 4
 WK -- 2 PK Chk 2nd Line inside to 4th Rusher St. Y TE Chk 3rd Rusher.
 with TKL. VS Solid Dubs R BK Chk Def. Y -- Y BK Def. outside.
 Allow Look 2 PK BK Hand Call. 44 Sam R BK Chk Mac-Sam
 VS Dubs -- 56/57 Line Next Press Call R BK Chk Mac.



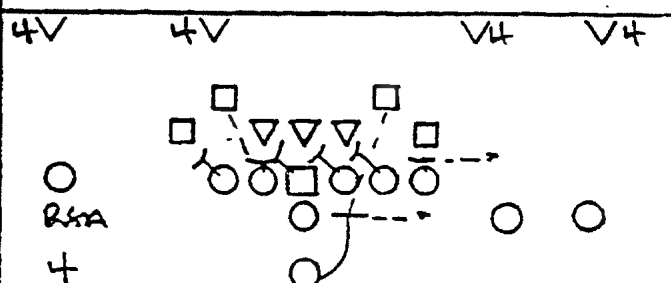
43



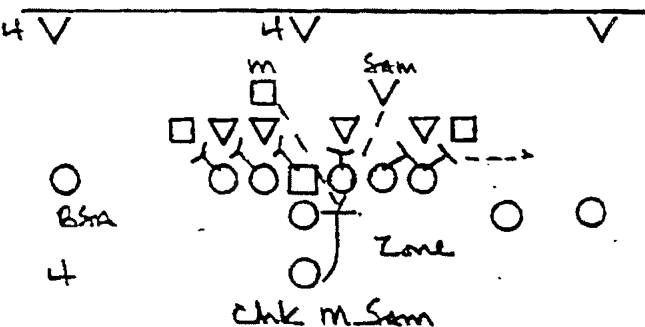
34



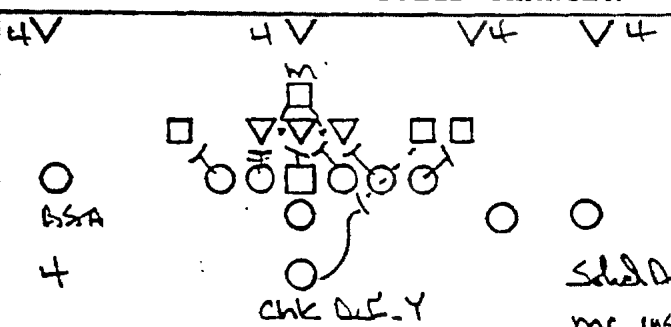
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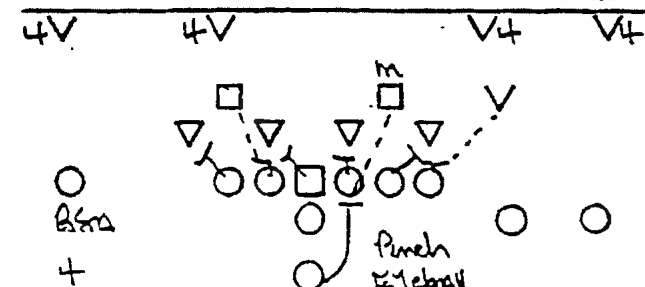
SOLID CHARGER



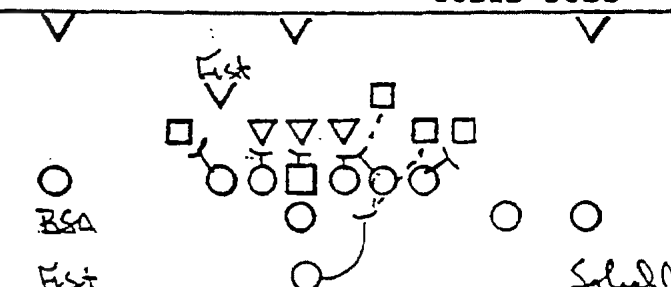
44 SAM



Solid Dubs
 me insi
 Slide



42 NKL



SOLID DUBS

Solid Dubs
 Fist
 Tak L Pin
 + Eball r

SOLID DUBS FIST

GB Pass Protection Notes

Protection

OPTION

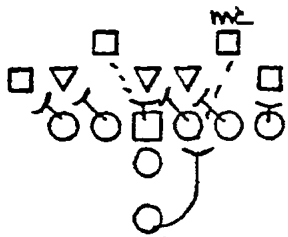
Aunt!

OB: SIGNAL Com / Hist

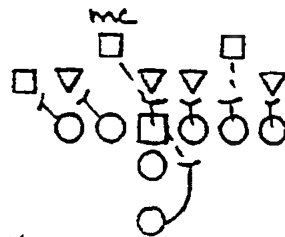
QPS BSA 4th Easter week

Normal - Slot Break SLCs vs BGA wk

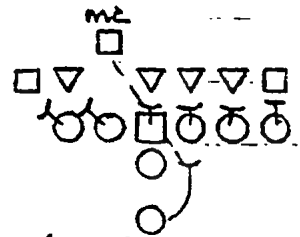
lane / R Pond be shut to over Defenses



34 Bow - Slide

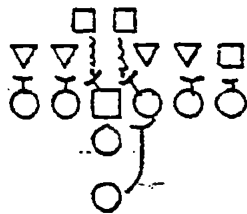


57 - Prose

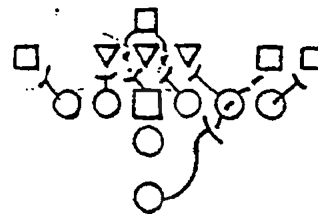


56 - Phase

Line/R Back he went to blow look



Even Blow - HARD



Solid Disk Blow-Strike

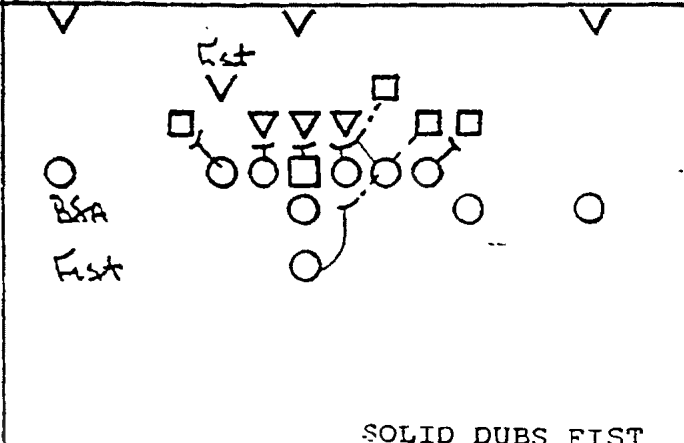
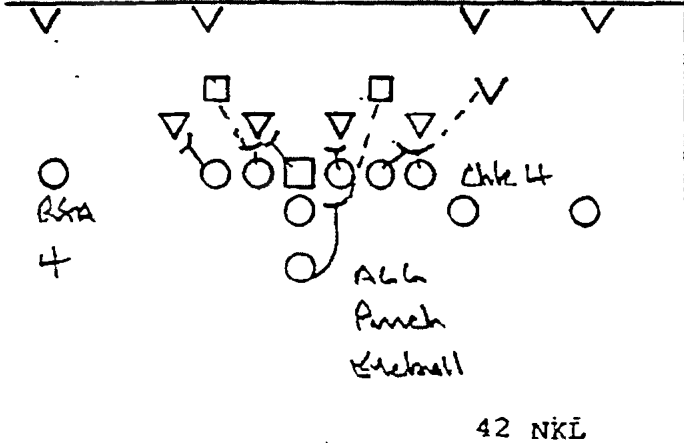
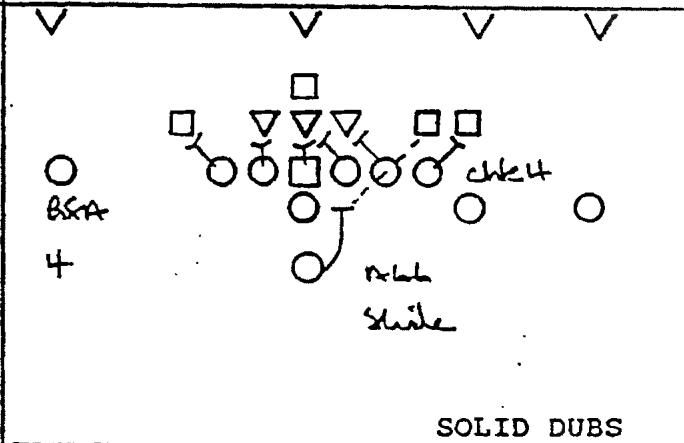
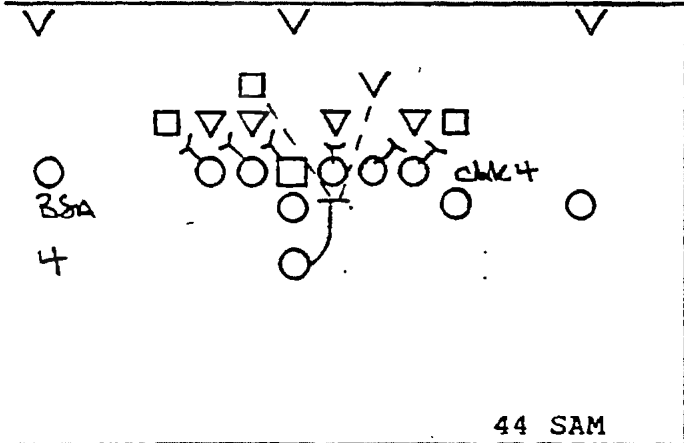
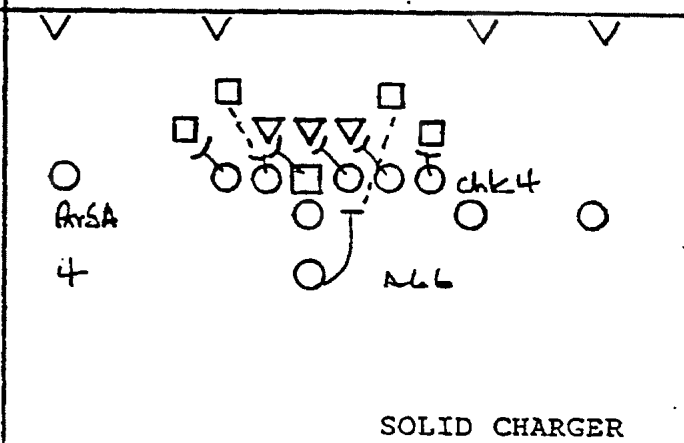
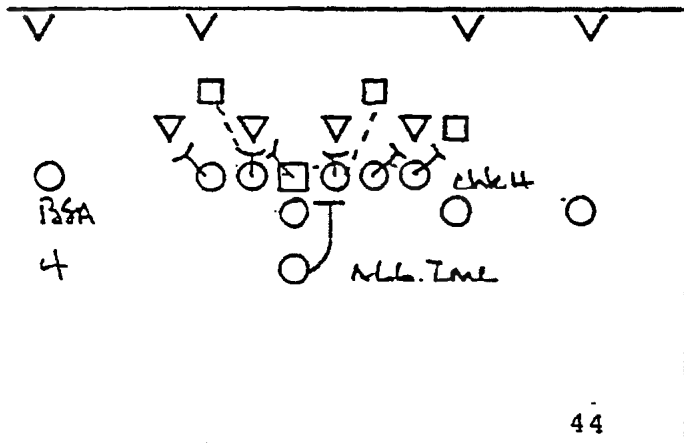
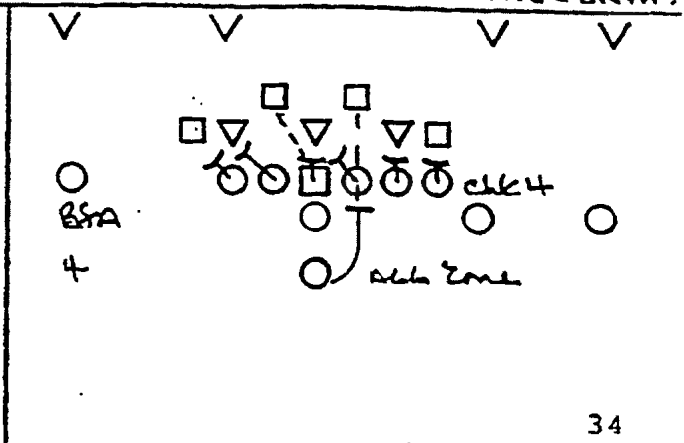
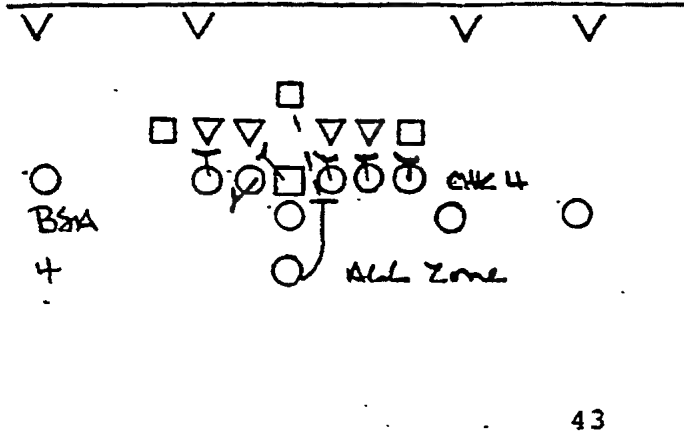
Note:

R Rk Chk Backing responsibility - NO Rush then

Check Down 12 Hook over Ball 5 yds Deep.

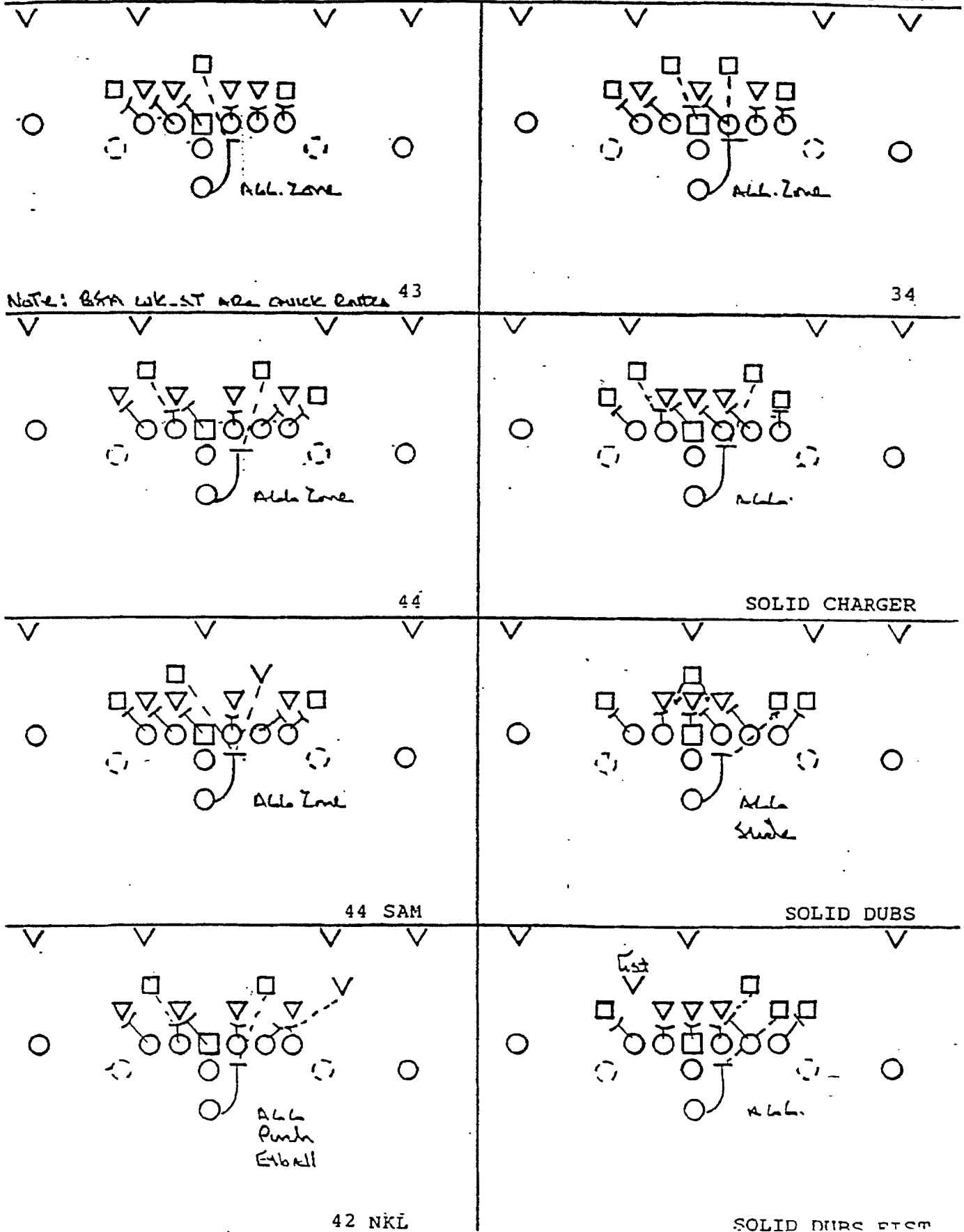
Be alert to Block A "Run-a-way" A.C. Levenson.

PROTECTION: Charlie 4A-5a The inside is the side of the netball
 address side. Answer from TTE. AB Set up is 7 steps. Then is
 address side option. AB: Chk 1 Side for BSA - 4th Roster at
 will not work / Slot Break after. Notes: Hand Call - Allow / Base Call - 5x
 Solid Dubs - mc Location for R Bk - Tkl / 44 Sam R Chk mc - Sam.



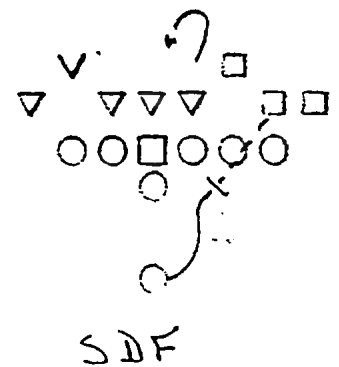
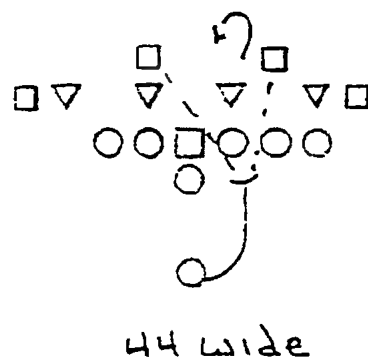
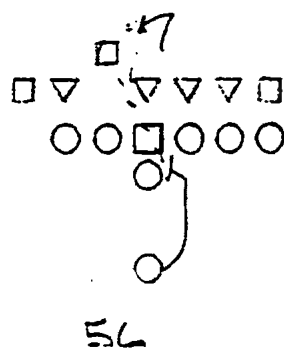
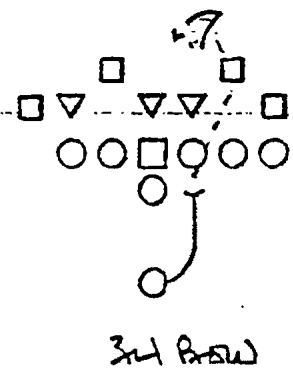
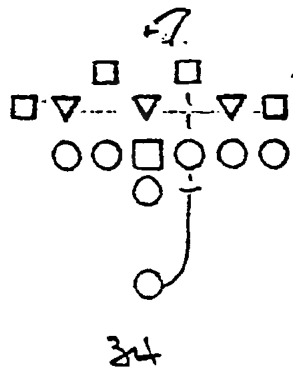
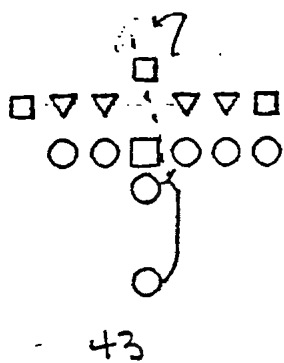
SOLID DUBS FTST

PROTECTION: Charlie Wall/20-30 The on Side is The Side of the net
 curled -- Addressive Side Aired from Y TE. QB Set up is
 3 steps. Control The Los -- Do not leave Ground - This is
 Addressive Option Pro. Mento: Hand call - Allow / Amse Gbl 56 5
 Solid Dubs - MC Location the RBK - Tkl / 44 Samis. R Chk MC Sam



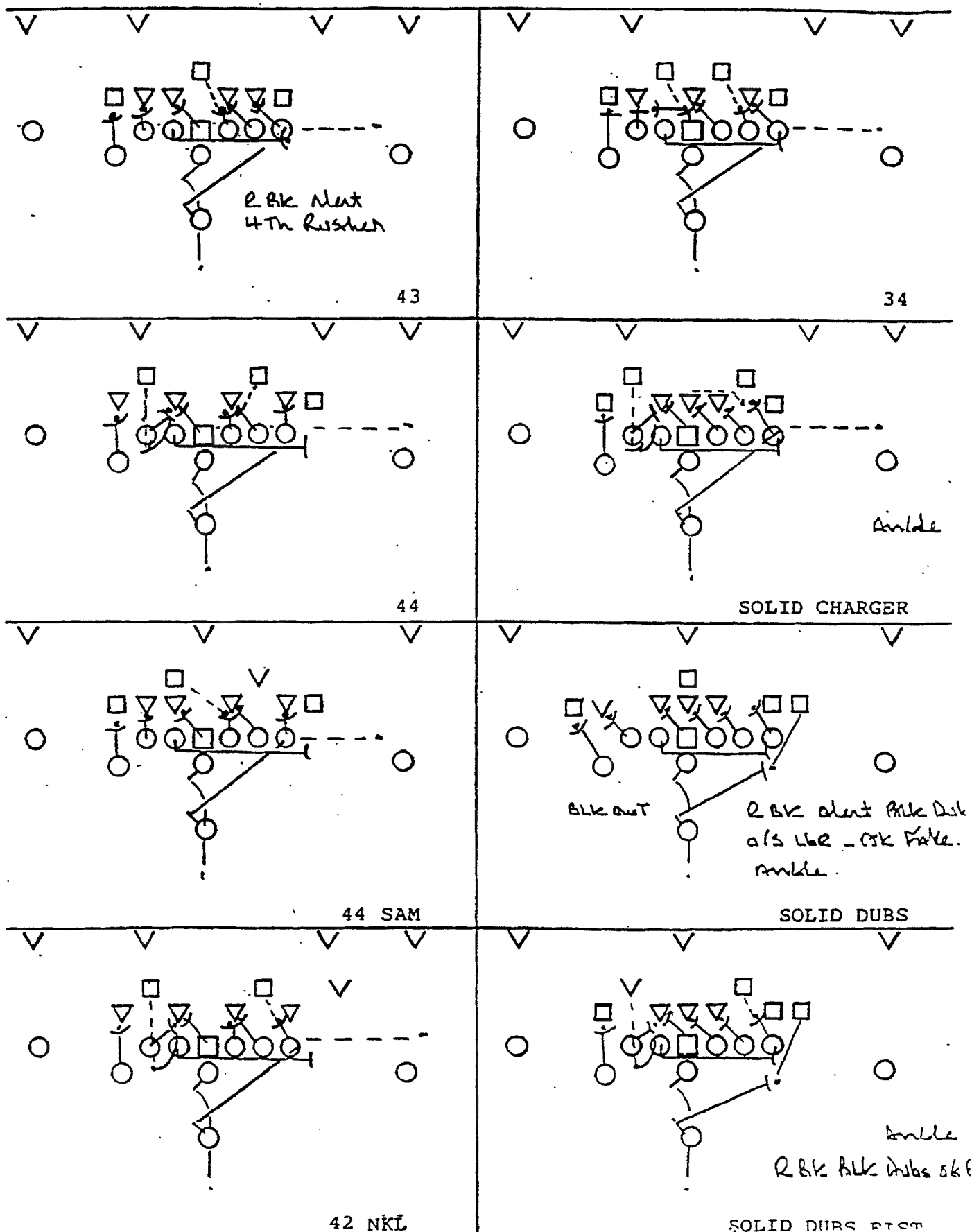
CHARLEY Pro-Play Action

- ① Charley 10/11 AB Fake - 3 Step Drop (5yd) or
- ② Charley 20/30 AB Fake - 3 Step Drop (5yd) or
- ③ Charley 40/50 AB Fake - Set at 9 yd... Pass
- ④ Technique: Roll Fake (Tilt Out Footwork) -
Drop inside shoulder and Hesitate
at the LOS - Check Lbe For Dols
No Dols Hook at 5 yds Deep.
Alert: IF unblocked Defensive
Linebacker (Run-a-way) "Block Him"
- ⑤ Protection Rule: Escate MAC (make) - 2nd Lbe IN
Block MAC (make)
Alert: VS Solid Dols Test block Lbe over TE
- ⑥ AB SLOW Four/First -- VS Show Butz Do NOT Fake... Drop Back

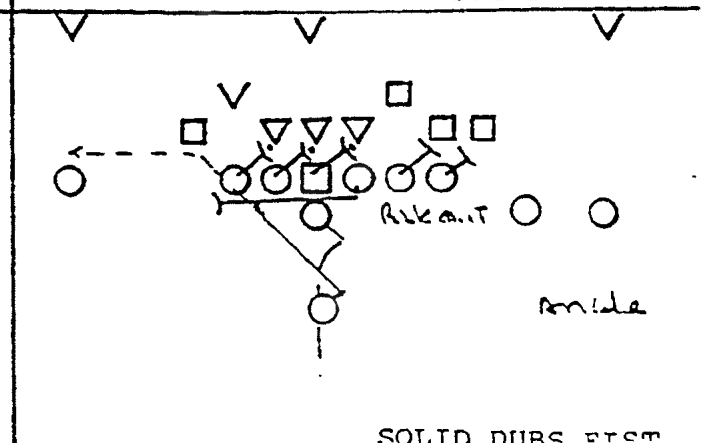
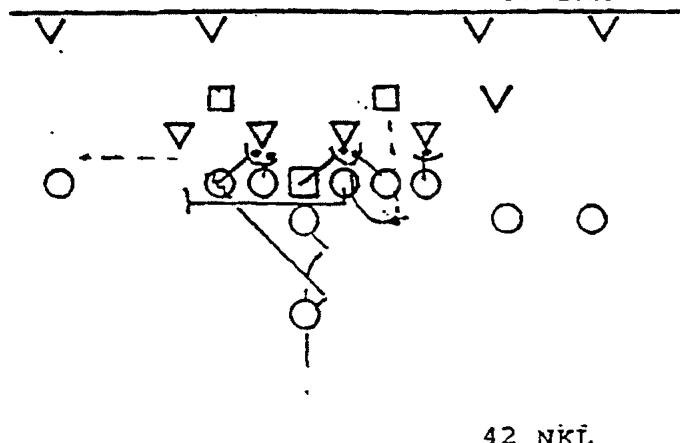
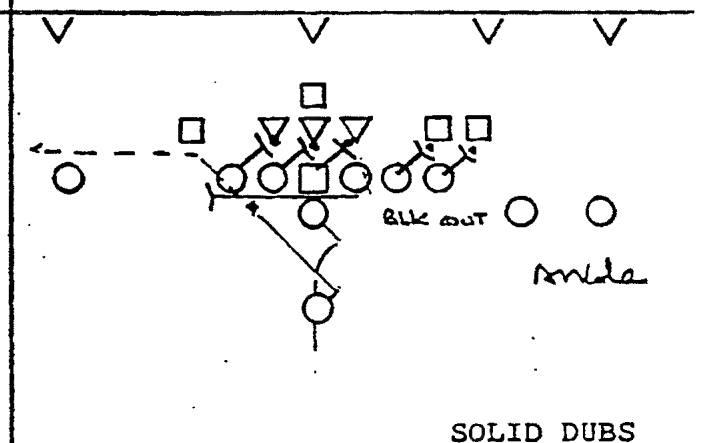
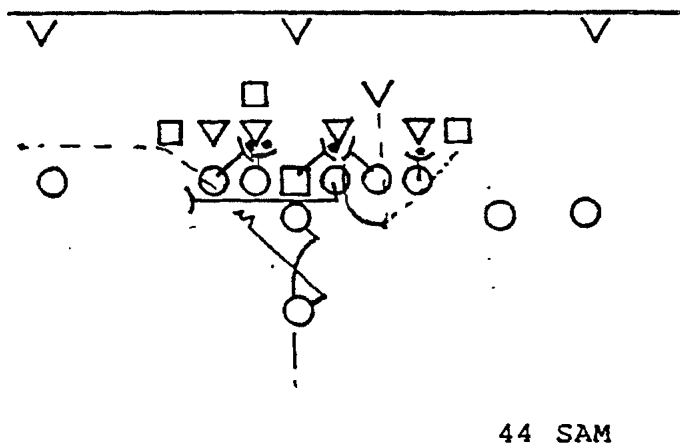
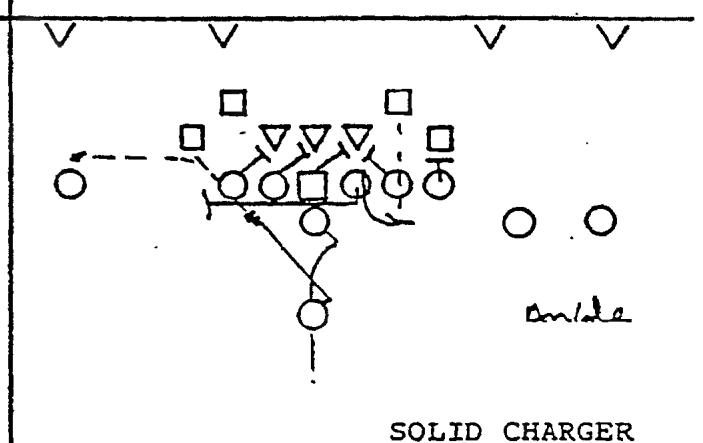
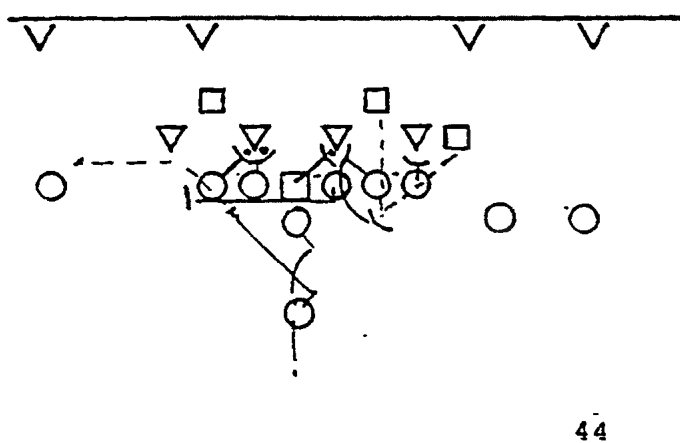
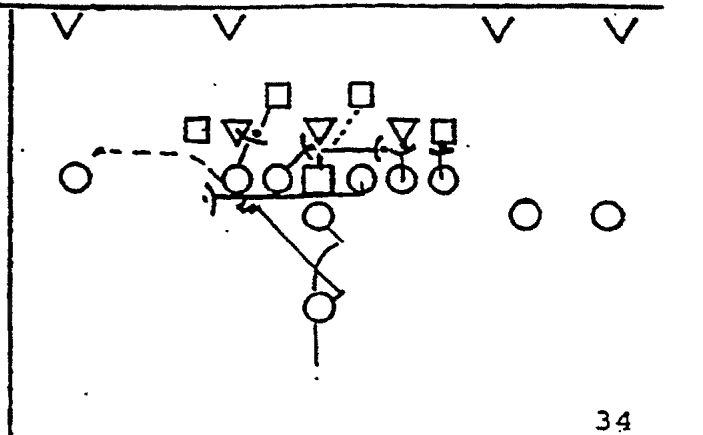
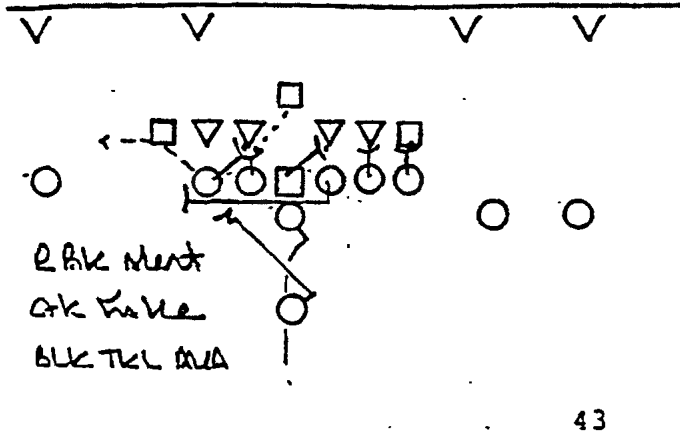


⑦ Note: AB BSA VS Charley 10/11 Hitch is Hitch - Trade

PROTECTION: Run Pass Go To CTR. The onside is the side of the action called. MAX-PRO -- NO BSA. Run Pass means block the Protect like the Run except the OFF TCKL -- Bk man over under Bubble then Slam Seal. R Bk CTR Fake blk Dubs Bk or 4th Rusher. U Bk Seal off Side.



PROTECTION: Run Pass Bombing Under The outside is the inside of the net
 call A. MAX Pass -- No BSA. Run Pass means block the protect
 like the Run except the off TEL -- BLK man over under
 Bubble Then Stamp Seal. R BK Quick CTR Fake BLK Det
 over the TEL Area Inside the GRD Trap BLK. YTE Seal off

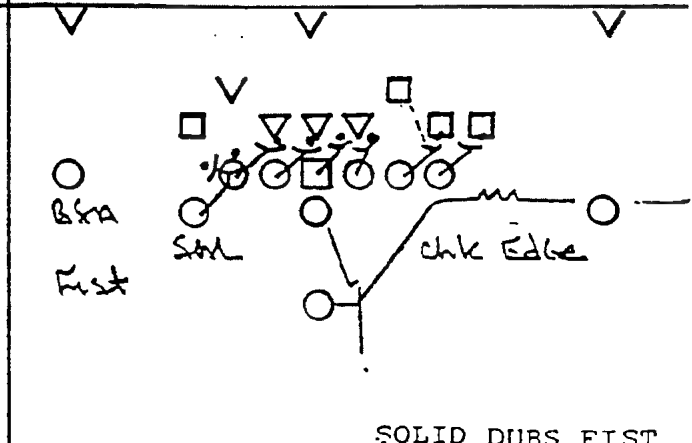
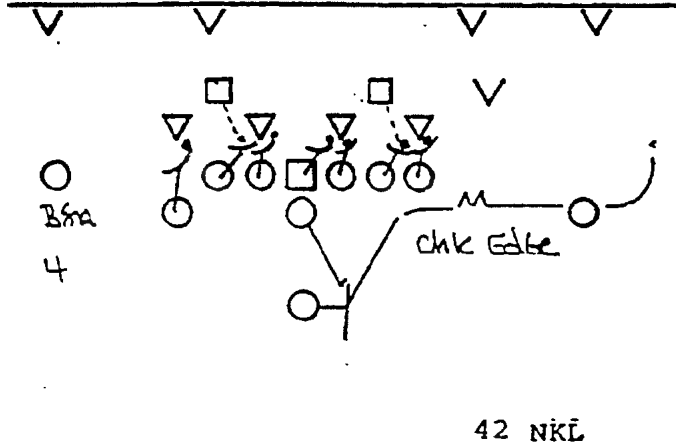
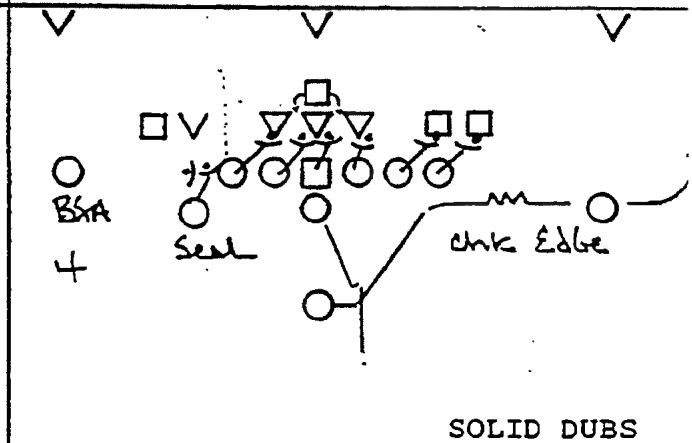
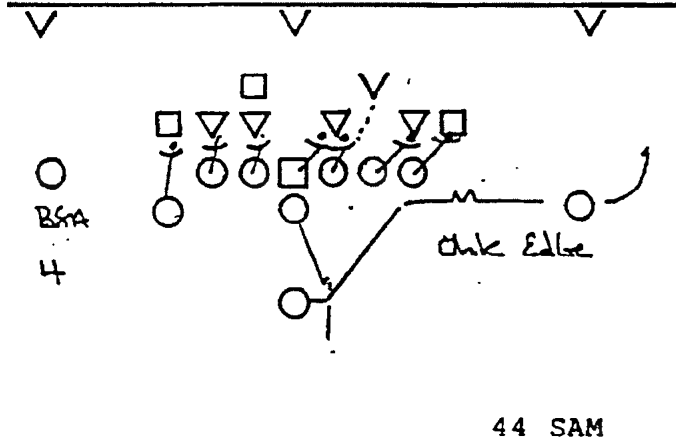
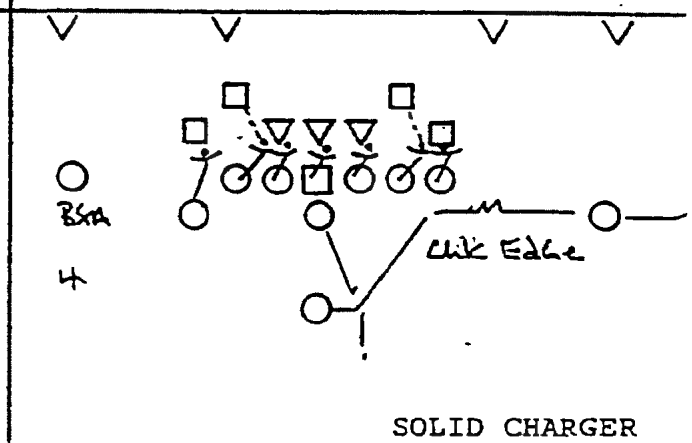
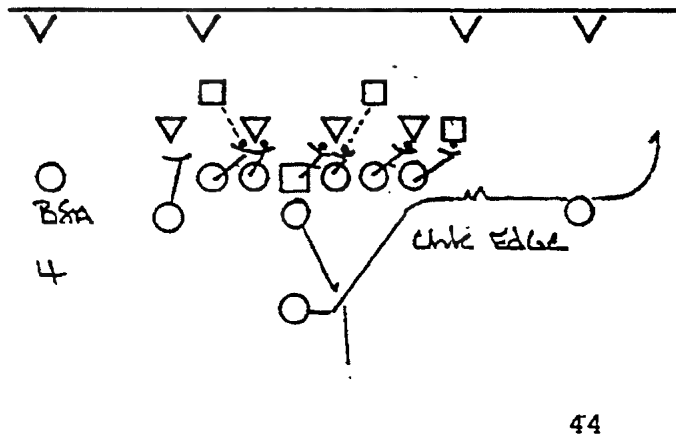
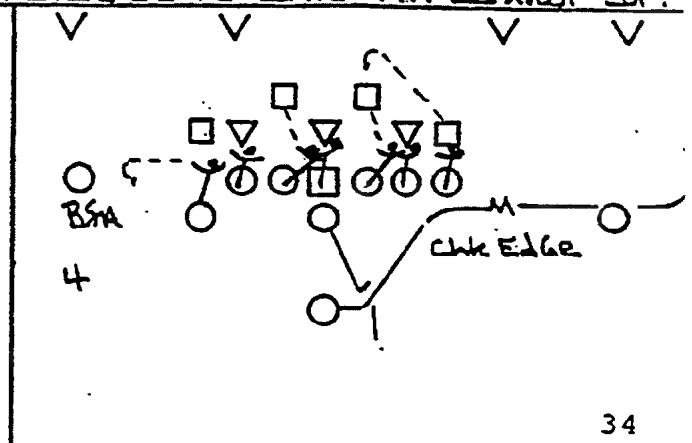
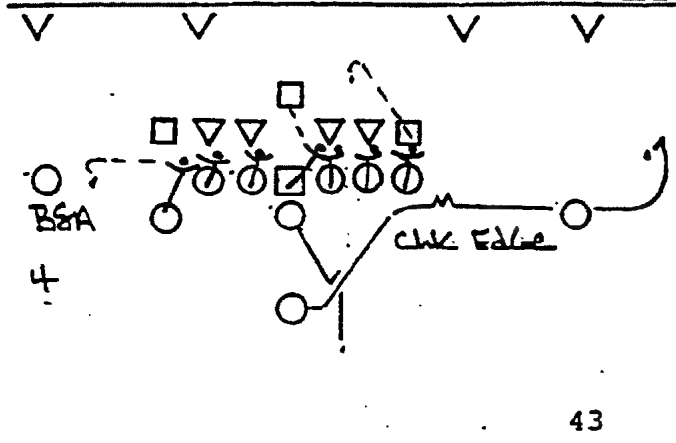


SOLID CHARGER

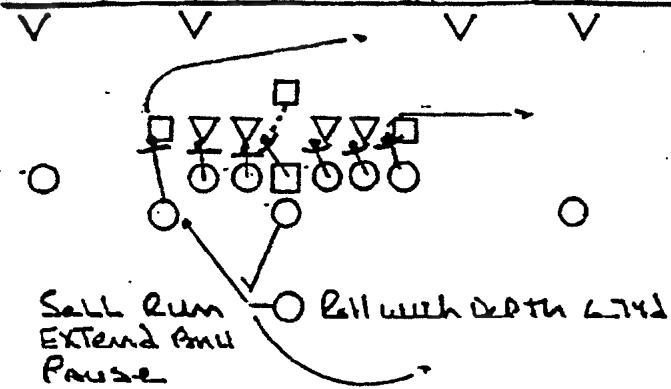
SOLID DUBS

SOLID DUBS FIRST

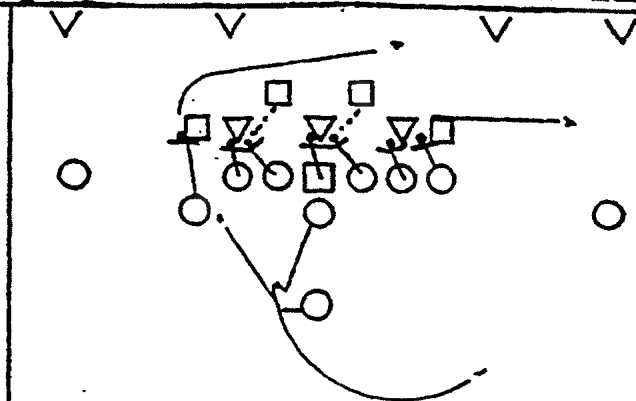
PROTECTION: PLAY Pass GO-TO OUTSIDE the inside is the side to the action called -- QB BSA work when the QB calls Play Pass the Protection is to be blocked like the Run -- Leave the Defense a Run Read. use the same Protection -- QB RBK Run OUTSIDE -- R Chk 4th Rusher St.



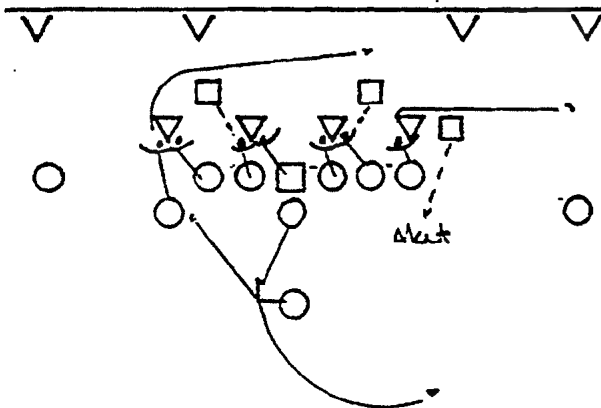
PROTECTION: Go-To Naked The inside is away from the
 Action called -- No BSA. The Line-Y-H-R-AB Run to
 Action called is Go-To outside. AB opens to R-BK Faller.
 then Ball's opposite The Row -- R BK 1st step is First to
 Run outside. must Sell Run -- start To Pick the edge



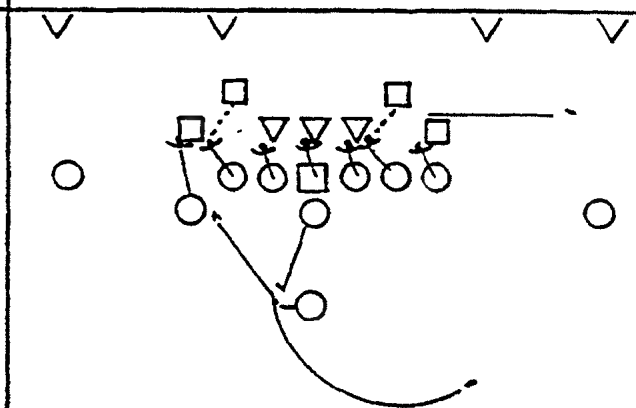
43



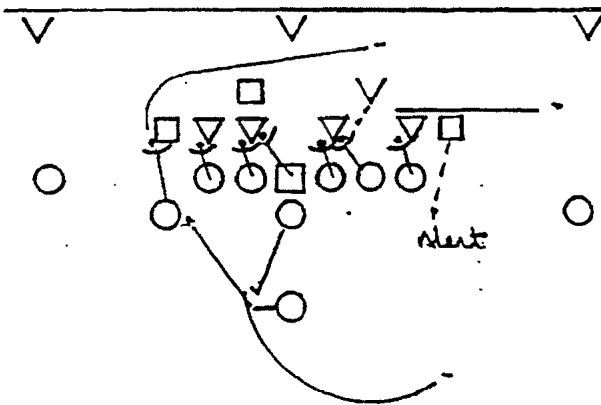
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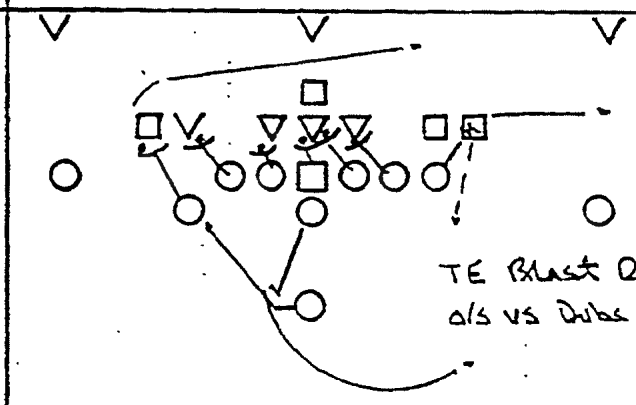
44



SOLID CHARGER

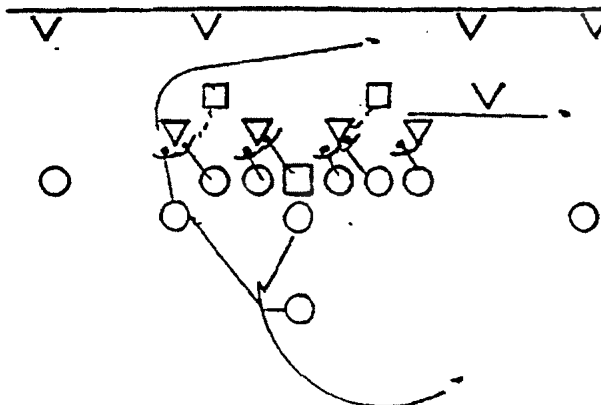


44 SAM

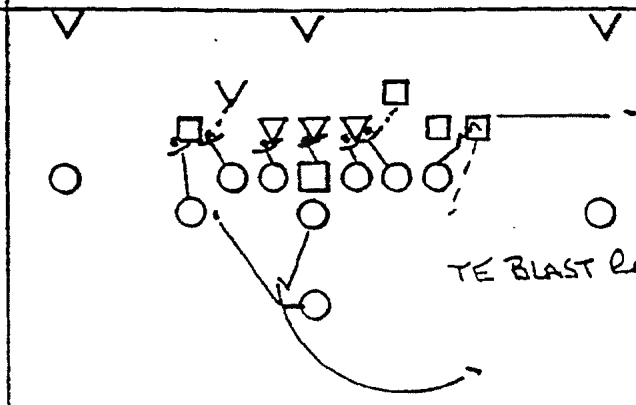


TE Blast Release
 a/s vs Dubs / Bull

SOLID DUBS



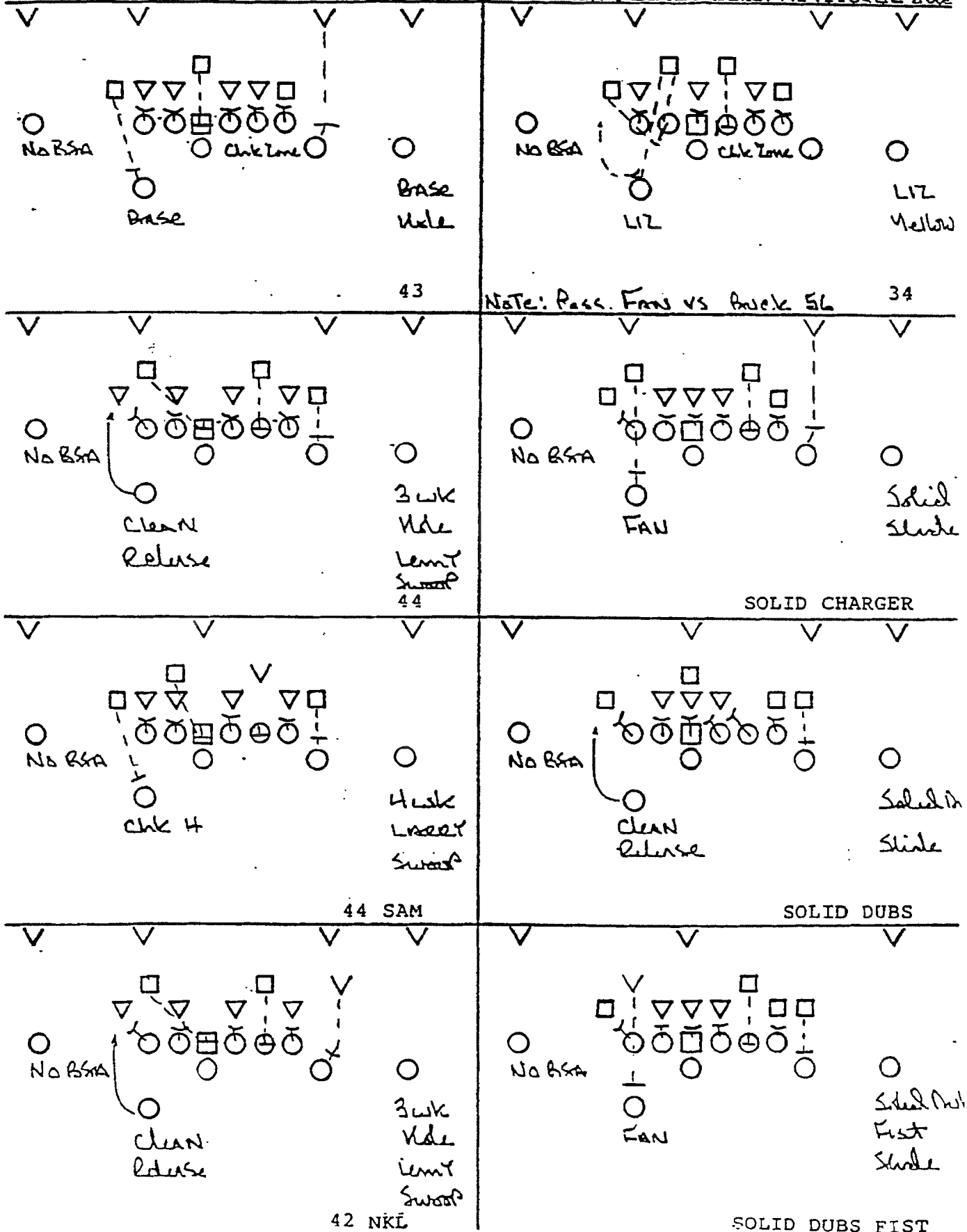
42 NKL



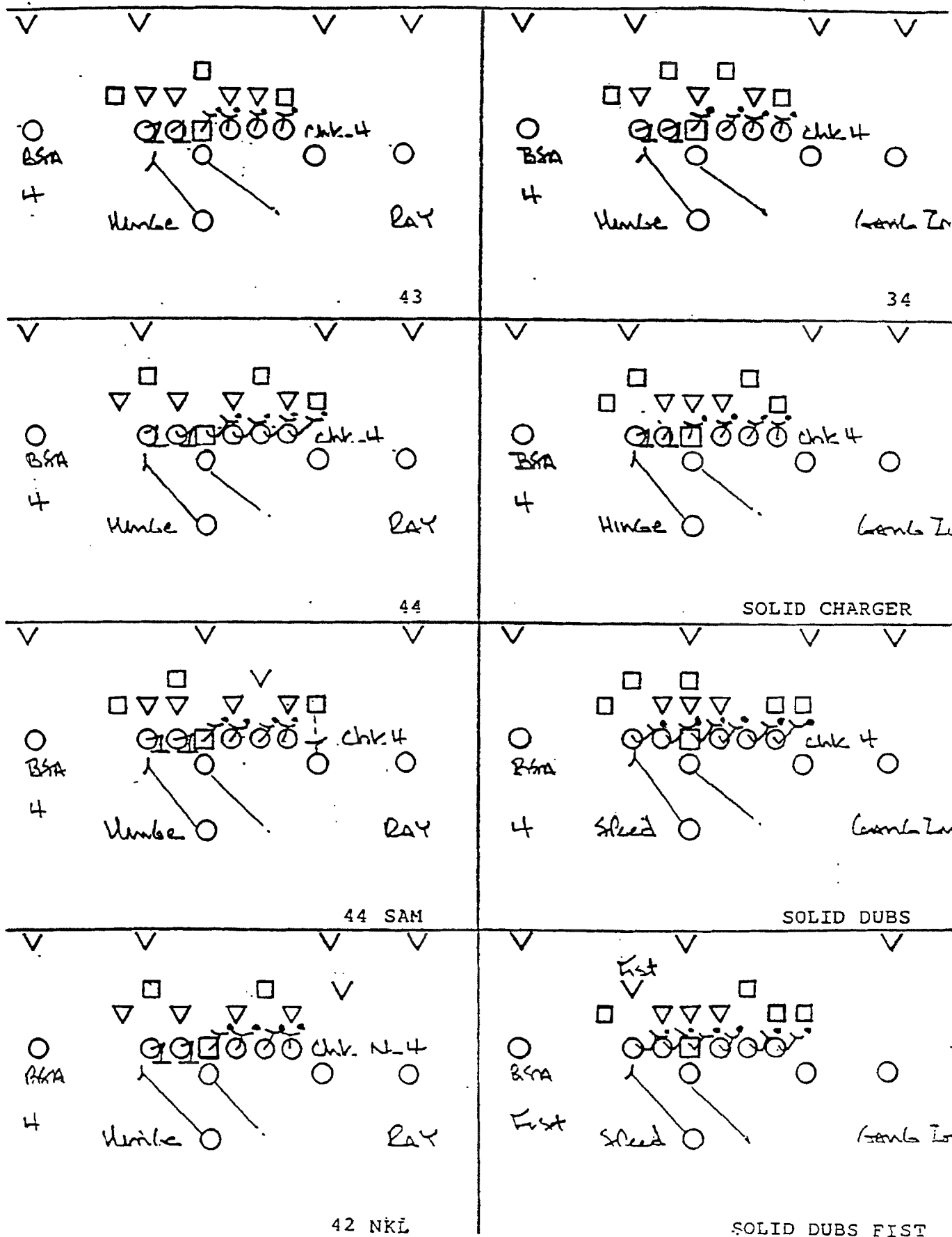
TE BLAST Release

SOLID DUBS FIST

PROTECTION: FLASH Lightenings The on Side is The Protection Cell.
 Flash Pt / LARRY Lt. maximum Protection For The ARS - Block 4 Rst
 Wk + ST. No BSA / Hot - Receives Rm Routes At Normal Depths. R Bn
 Releases vs CLEAN Look -- Chks 4th Rusher outside vs 4 W'
 Look. H BK + YTE maximum Protect ST. Pass Sweep. IF No Alert For
 FLASH Lightenings Rerout to Anse - A Unless Solid / Dubs / FST. Call Shie



PROTECTION: Speed - The on side is the Protection & Speed R<. - ABS BSA work Side or Run - a week. YTE R&K 30A Rusher - 1/2 R&K Chk 4th Rusher St. - 2 R&K Seal Back Side. The US Addressed on Side Ranch Zone vs all Streets - Abs. R&K 25. or Side Ranch Kimber Zone. must not let Defendants across Face



AB Pass Protection Notes

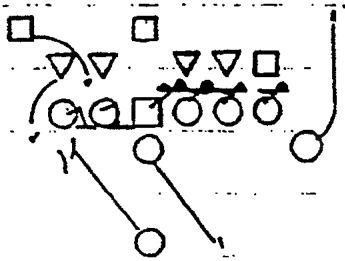
Protection

Speed

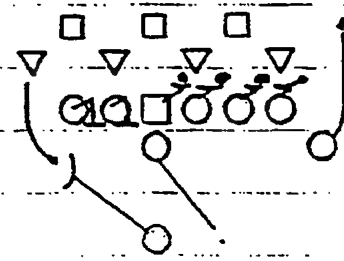
Sluts:

AB BSA Weak: is slant/Fade - IF 1 Back Slut BSA is a

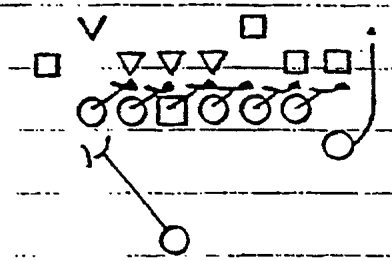
Basic Rule: 2 BK Block opposite the Side the AB is
Speeding To - 2 BK must check inside out on the Emols



Zone Sax

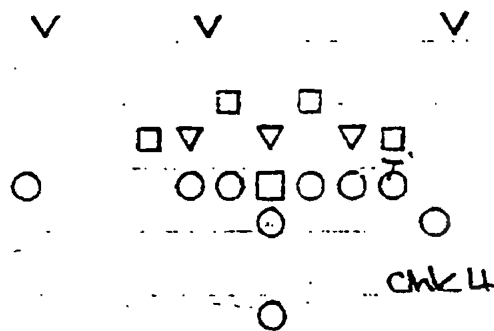


chk Emols

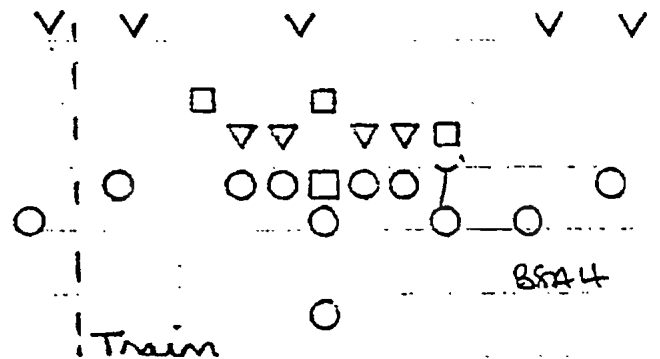


Speed Call vs Solid Disk

Basic Looks



Trucks



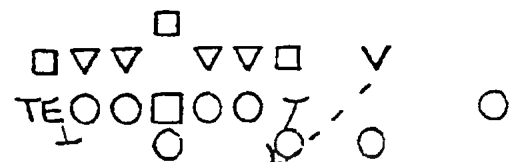
Train

Speed Call:



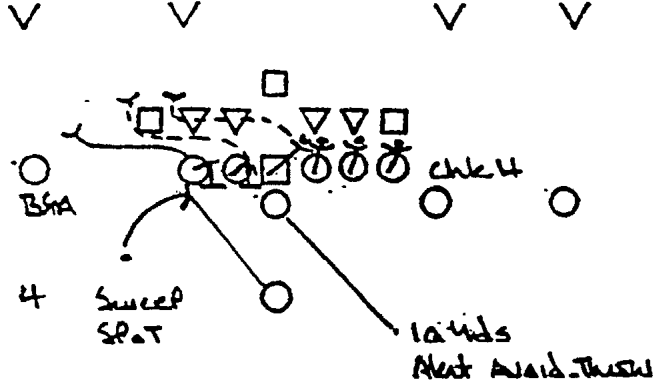
AB Speed to the
Solid Receiver Side -
All Speed blocked. APMER

Rule Exception:

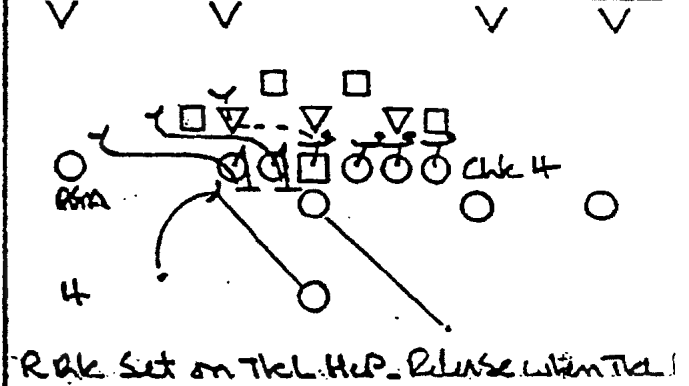


When a TE is opposite the
AB Speed 2 BK Speed on solid
chk 4th Blocker N/T Stop

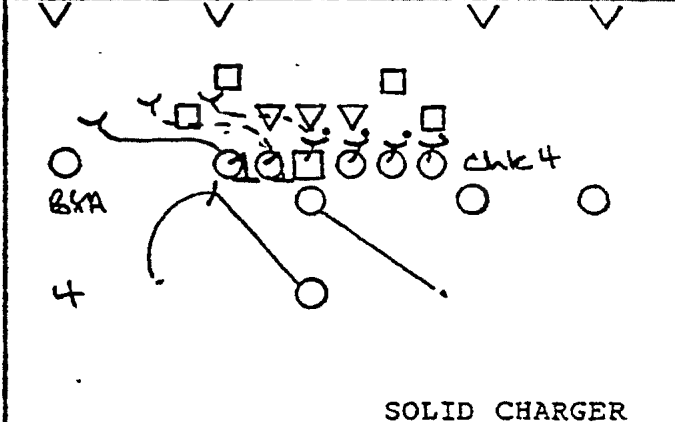
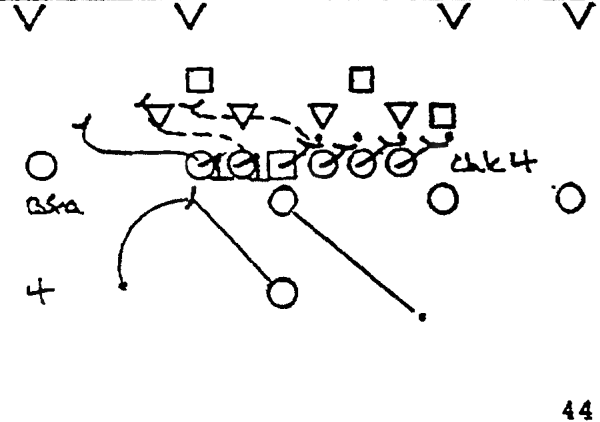
PROTECTION: Speed Screen : AB - On Side Receiver execute Speed Run - it - off side we Run off - must release a/s if Covered. AB chk Run - it N/T Set up 10 yds Deep Behind the TE for Sec To R BK. R BK Set to Tkl's HUP Slam - Shp to Sweet Spot i.e 5 yd Dec 3 to 5 yd wide. On side Tkl Speed Rk ex ball the cover - R for Rk vs Line cover release Down Lo block support.



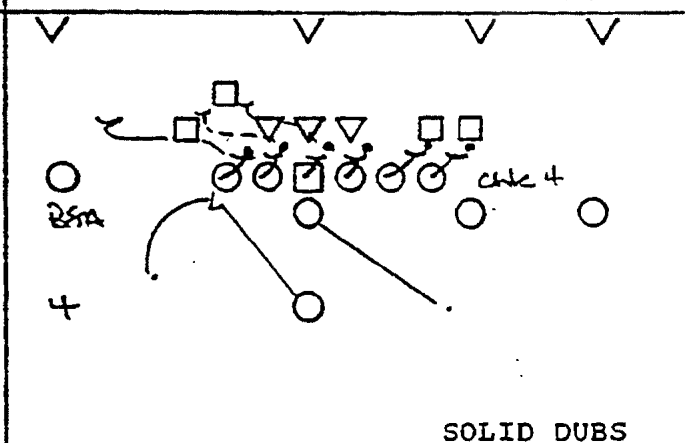
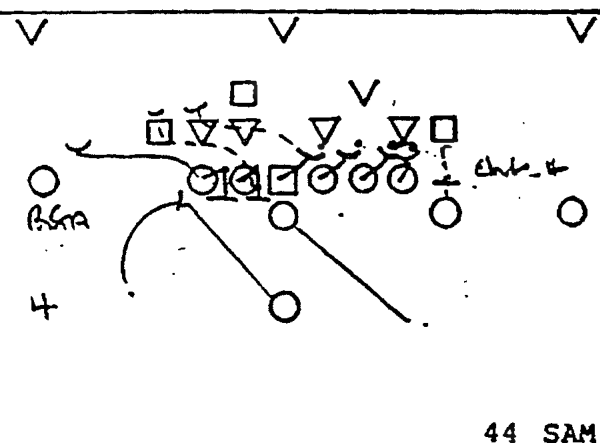
AB - Do Not "Lob" The Ball 43



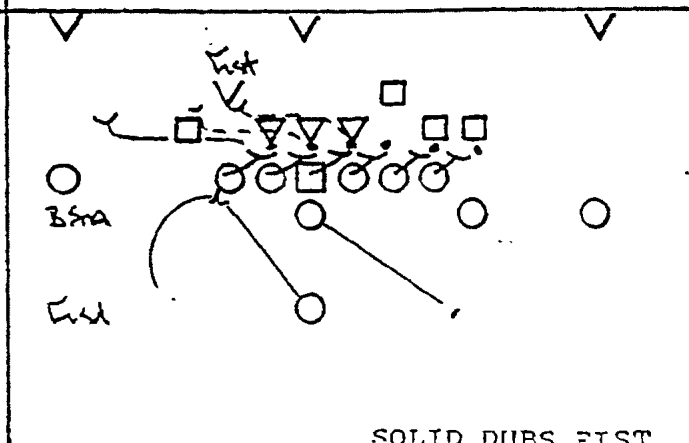
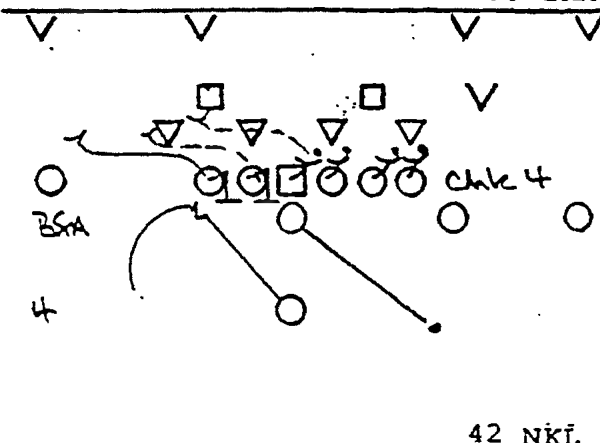
Note: Pass Pro let Then Screen 34



SOLID CHARGER

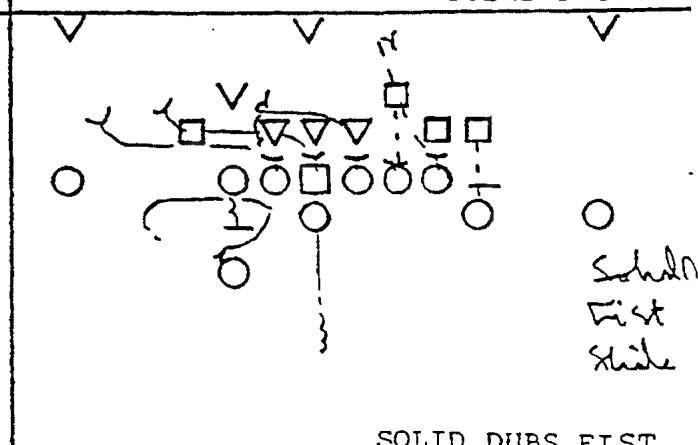
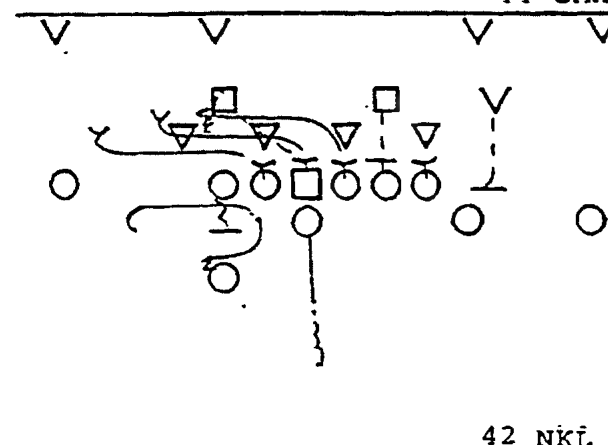
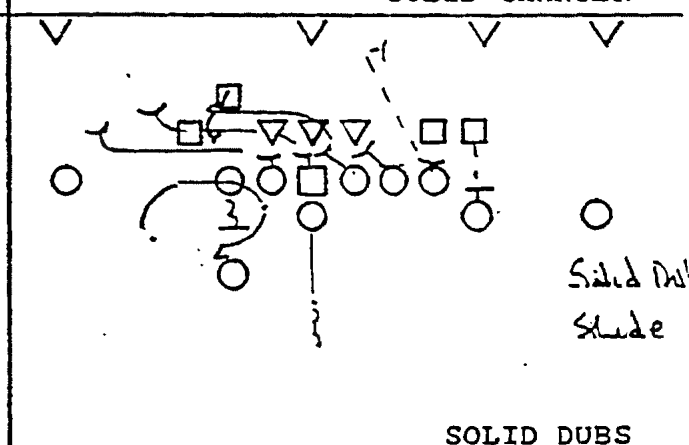
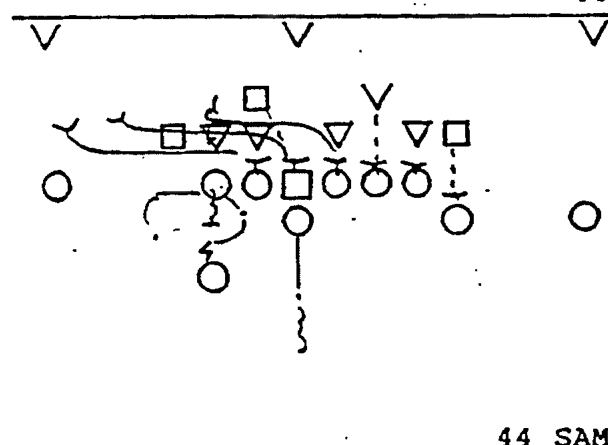
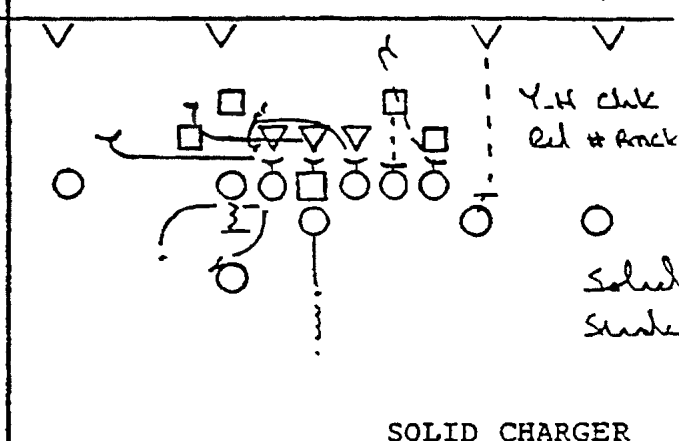
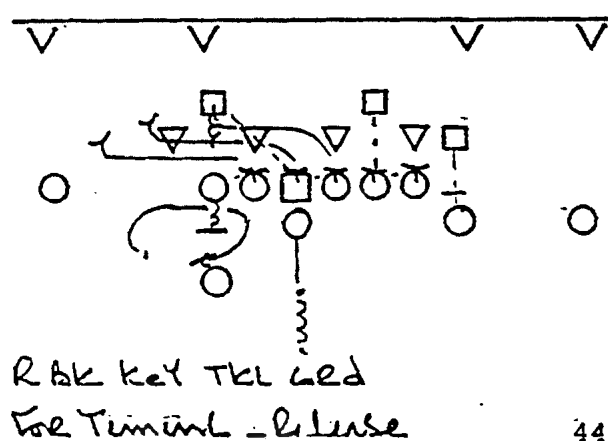
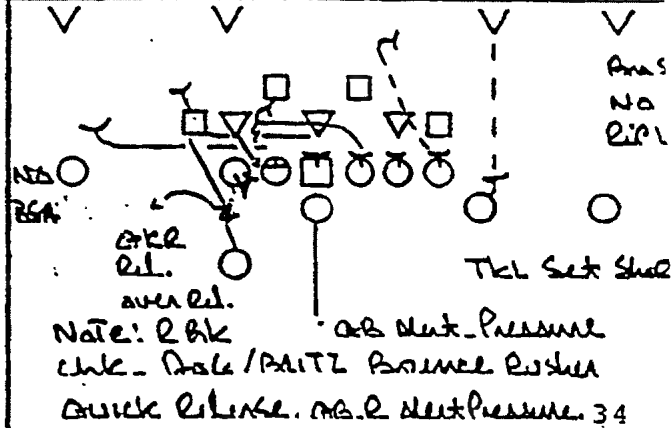
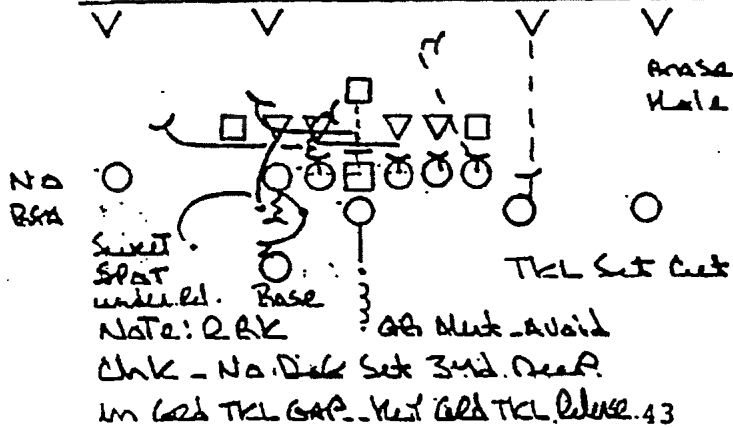


SOLID DUBS

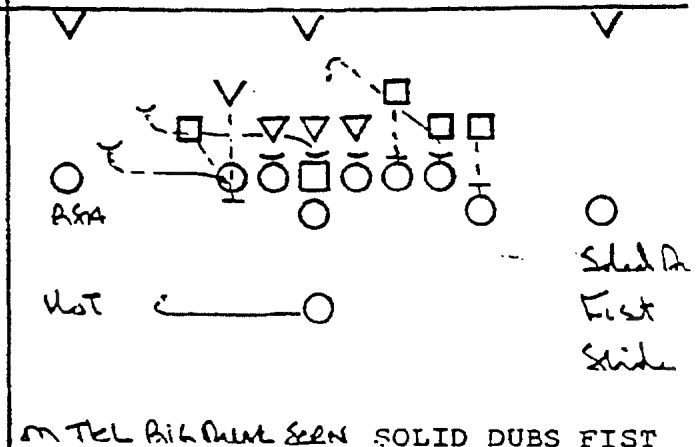
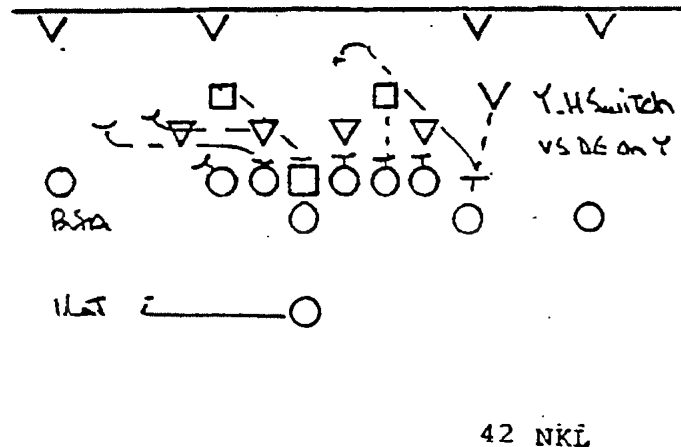
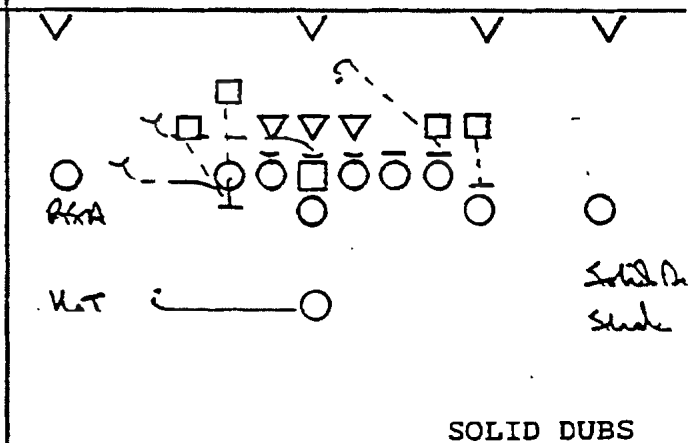
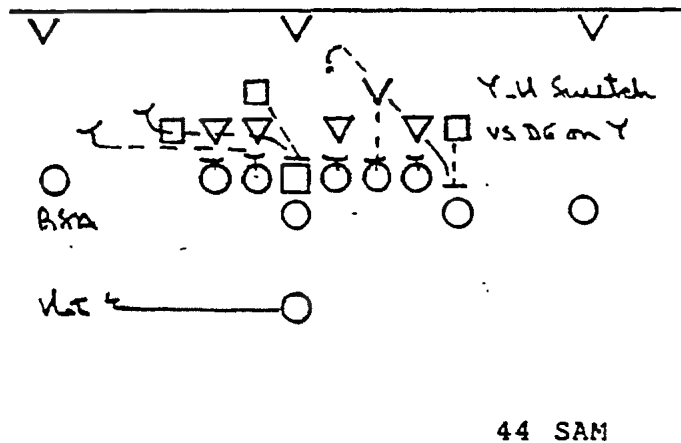
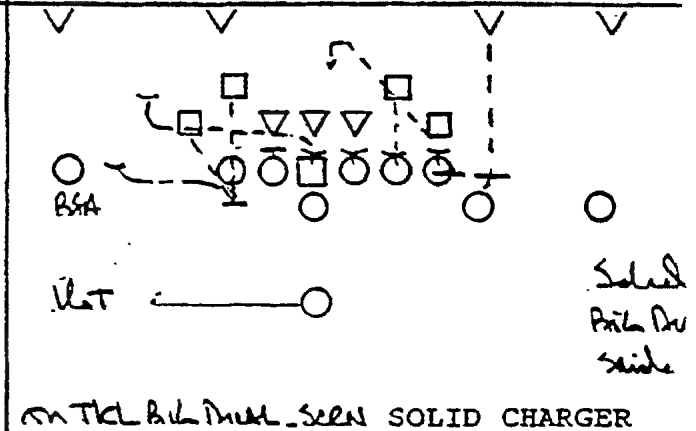
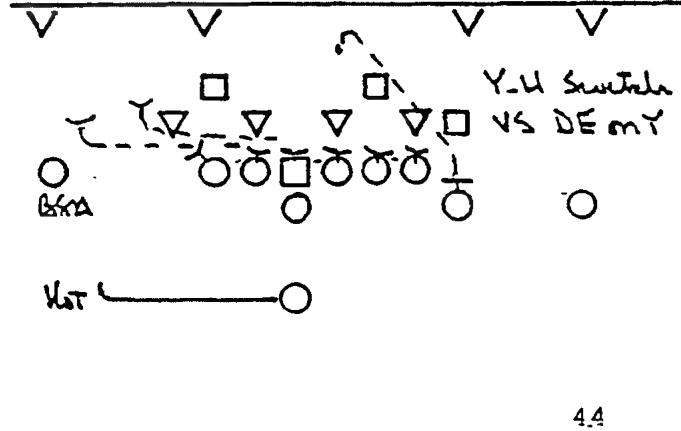
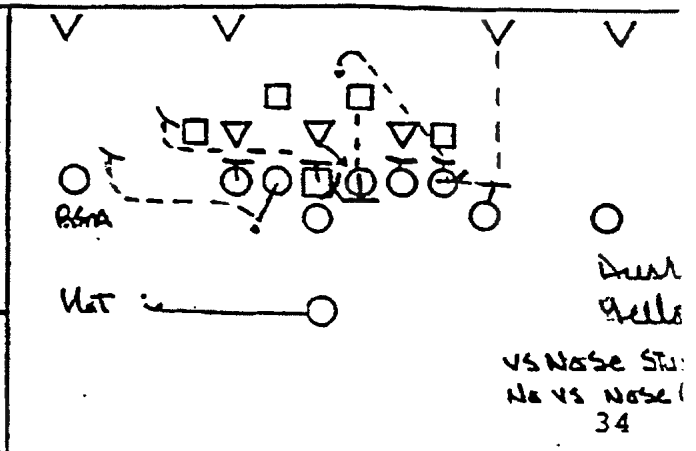
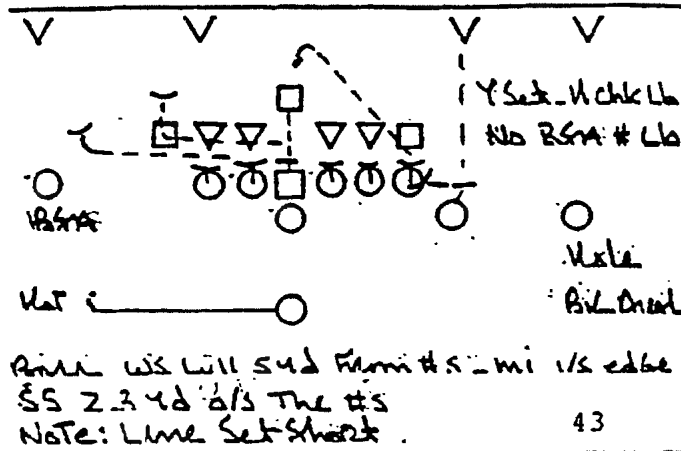


SOLID DUBS FIST

PROTECTION: Under Screen MAX Pao - No RSK/HOT on side
 Run off, must release o/s if covered. AR - R BK Chk Rush for Pressure
 No Pressure. No Pressure AR 5 Step drop - 10 Set - Throw. Pressure off
 7 Step drop - Throw. R BK Alert - No RPLZ vs 34 Bubble, blk Press
 R BK Set - Slam - Slip to Sweet spot 5X5. Uncovered led / TKL
 eye ball L/R Cover - R For Pick off vs Zone cover block Supps

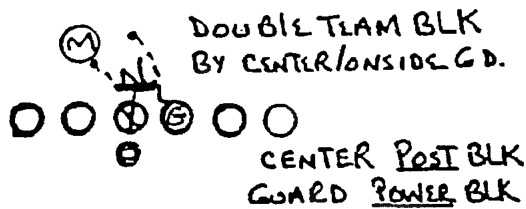


PROTECTION: Screen Base Solid Y The AB chks 1 side -- RSA/Net Wk:
 R BK Free Release to A Point Release to The #'s -- Net vs Dog/ABKZ
 Well Net + continue to Screen. This is a Read Screen with Screen
 Pro - AB 5 Step Drop-Throw Downfield or Dump The ball to RB
 the offensive line Pass Protect let Then Release -- 2 Count Screen

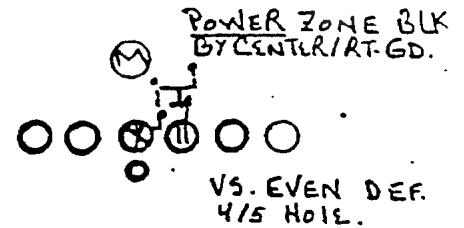


RUN BLOCKING CALLS AND COMBINATIONS

ACE (ADD)

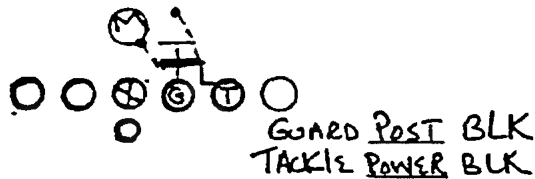


RAY



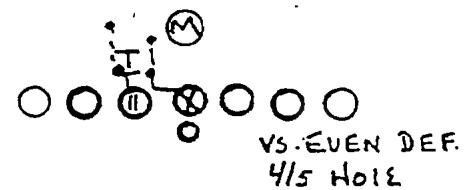
DEUCE (ADD)

DOUBLE TEAM BLK
BY GUARD/ONSIDE TACKLE.



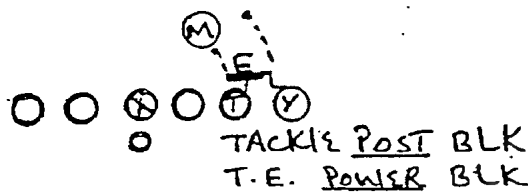
LENNY

POWER ZONE BLK
BY CENTER/ LT. G.D.



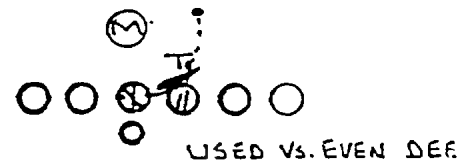
TREY (ADD)

DOUBLE TEAM BLK
BY ONSIDE TACKLE/T.E.



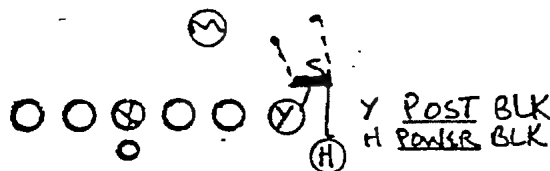
BIG RAY

STAB ZONE WHERE CENTER
BLKS DT AND RG BLK MAC
USED ON 6-7/8-9 HOLE PL



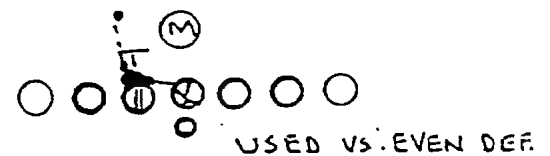
FOUR (ADD)

DOUBLE TEAM BLK
BY T.E./H. ONSIDE.



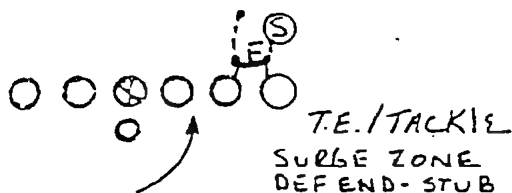
BIG LENNY

STAB ZONE WHERE CENTER
BLKS DT AND LG BLK MAC
USED ON 6-7/8-9 HOLE PL



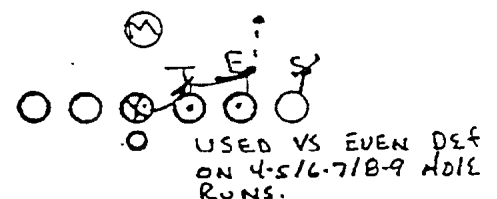
COMBO/ONSIDE

BLK. USED ON 40/50 GUT
VS. WIDE END STUB LOOSE.



TEAM

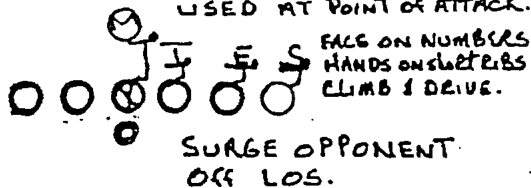
THREE MAN POWER ZONE
INVOLVING C-G-T VS. 43
AND FLEX DEFENSES.



RUN BLOCKING CALLS AND COMBINATIONS

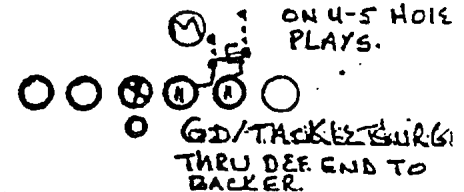
SPEAR BLOCK

SURGE MAN BLOCK
USED AT POINT OF ATTACK.



READ POWER ZONE

POWER ZONE BLK B/TW
ON-SIDE GD/TACKLE. USE
ON 4-5 HOLE
PLAYS.



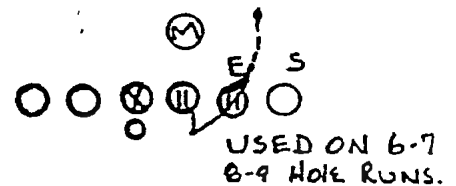
TAKE

CROSS BLK USED AT POA
BY ONSIDE TACKLE/TE.
THIS CALL MADE BY
TACKLE ON 6-7/8-9 HOLE
PLAYS.



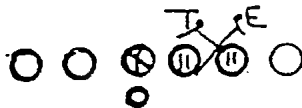
BIG READ ZONE

STAB ZONE WHERE ONSIDE
GD. BLKS DEF. END AND
ON-SIDE TACKLE BLKS INSIDE
BACKER.



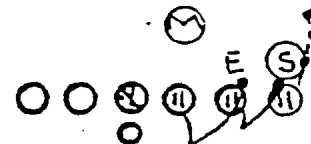
TUG

CROSS BLK USED AT POA
BY ONSIDE TACKLE/GD.
TACKLE FIRST-GD BEHIND
USED ON 4-5 HOLE PLAYS.
CROSS BLK LOS. DEFENDERS.



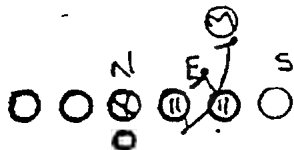
GANG

THREE MAN ZONE INCLUDING
ON-SIDE GD-T-TE ON 6-7
8-9 HOLE RUNS. USED WHEN
DEF. SLANTING/PINCHING.



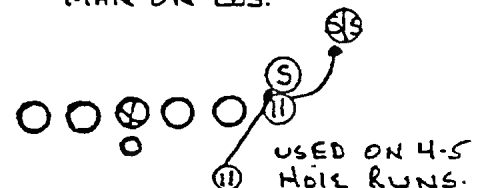
TAG

TACKLE BLK DOWN 1ST MAN
ON LOS. GD STEP AROUND FOR
2ND LEVEL LINE BACKER.
USED AT POA ON 4-5 HOLE PLAYS.



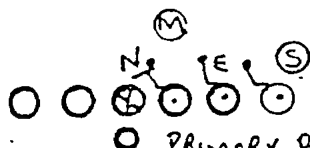
TER

TIGHT END RELEASE AND BLK
FORCE. BLKING BACK BLK
OUTSIDE BACKER OR END
MAN ON LOS.



GAP

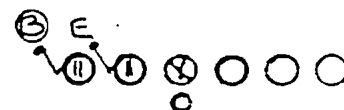
BAR BLKING WHERE BLOCKERS
BLK FIRST DEFENDER INSIDE ON
OR OFF LOS.



PRIMARY BLKING SCHEME
USED ON 6-7/8-9 HOLE
CTR. PLAYS.

FAN

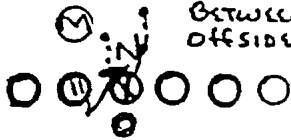
ON-SIDE BLKING SCHEME
WHERE GD. BLKS 1ST MAN ON
LOS AND TACKLE BLKS 2ND
MAN ON LOS.



RUN BLOCKING CALLS AND COMBINATIONS

SCOOP

OFFSIDE POWER ZONE
BETWEEN CENTER AND
OFFSIDE G.D.



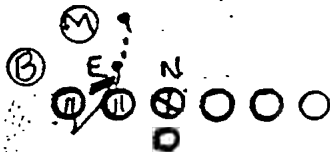
OFF

BLOCK USED BY CENTER
AWAY FROM P.O.A. CENTER
BLKS OFF 1ST MAN ON
LOS.



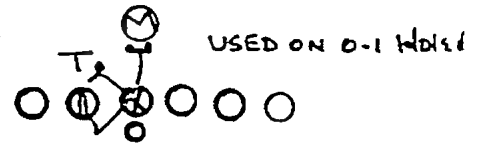
SLIP

OFFSIDE POWER ZONE
BETWEEN OFFSIDE GUARD
AND TACKLE.



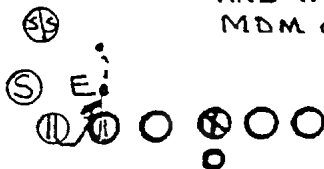
CHOKE

STEP AROUND BLOCK BY
CENTER/OFFSIDE GUARD.
CENTER BLKS D.T. - G.D. STEP
AROUND FOR 2ND LEVEL M.D.



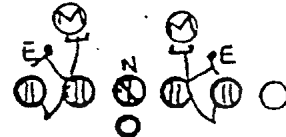
COMBO (OFFSIDE)

OFFSIDE POWER ZONE
BETWEEN OFFSIDE TACKLE
AND T.E. TACKLE BLKS
M.D.M. ON 2ND LEVEL.



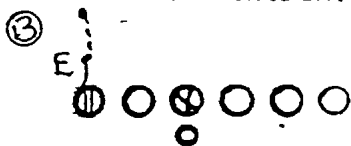
FOLD

USED BOTH ON ONSIDE
AND OFFSIDE. GUARD BLKS
OUT-TACKLE FOLDS UNDER
AND BLKS. 2ND LEVEL BACKER



CUTOFF SIFT

OFFSIDE TACKLE TECHNIQUE USED
VS. STACK OR HIP ALIGN OF
B BACKER & WIDE END. TACKLE
SIFT THRU GAP AND BLK M.D.M.



CAL

CALL MADE BY CENTER TO
ALERT OFFSIDE TACKLE TO
CUTOFF 3 TECH. DEFENDER.



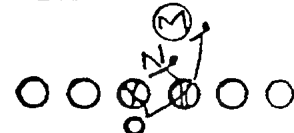
CUTOFF

OFFSIDE TECHNIQUE USED
TO PREVENT DEFENDER FROM
CROSSING FACE. FORCE DEFENDER
AROUND BLOCK.



CHUCK

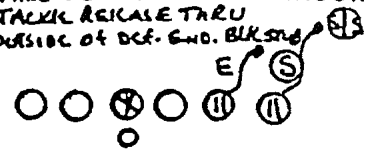
ONSIDE BLKING SCHEME BY
CENTER AND ONSIDE GUARD.
G.D. BLK DOWN ON N - CENTER
STEP AROUND FOR 2ND LEVEL BACKER
SWAP BLKING ASSIGNMENTS.



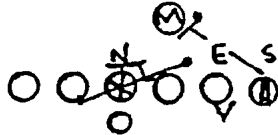
SHORT TRAP BY OFFSIDE
GD. TRAP 1ST MAN THRU BALL.



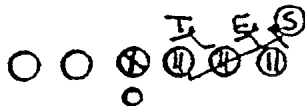
REACH INFLUENCE. TE RELEASE
THRU OUTSIDE OF END MAN ON LOS. C
TACKLE RELEASE THRU
OUTSIDE OF DEF. END. BLK END



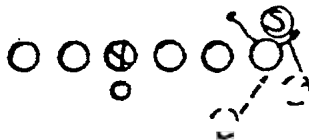
CALL TO ALERT T.E. TO BLK
1ST INSIDE LINE BACKER ON
KICK TRAP. USED VS. DEEP INSIDE
BACKERS ON KICK TRAP 4-5 HOLE.



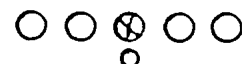
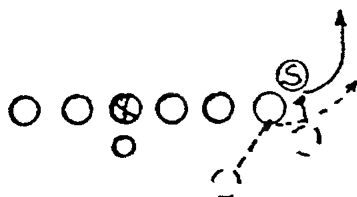
ON-SIDE GD. SHORT TRAP 1ST MAN
OUTSIDE Y ON LOS. ON-SIDE TE/
TACKLE BLK DOWN.



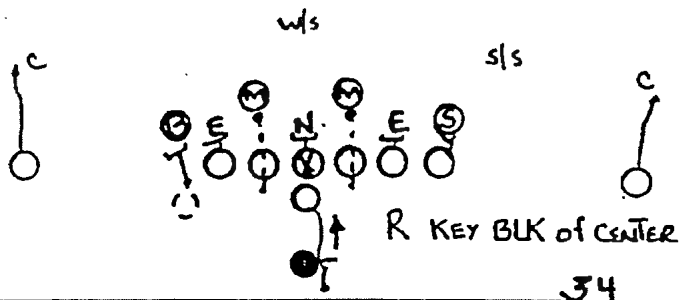
BLOCK PERFORMED BY WING BACK
OR NEAR BACK ON END MAN ON
LOS. USED ON B-9 HOLE CTR. LOAD.



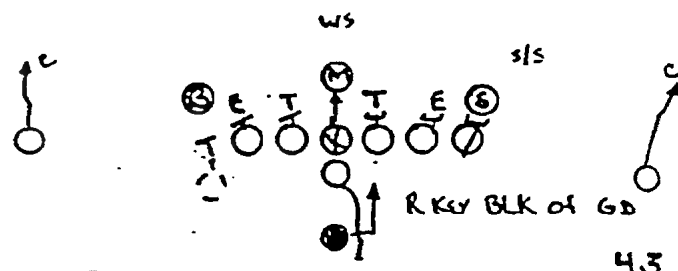
BLUFF TECH. USED BY WING BACK
OR NEAR BACK ON END MAN ON
LOS.



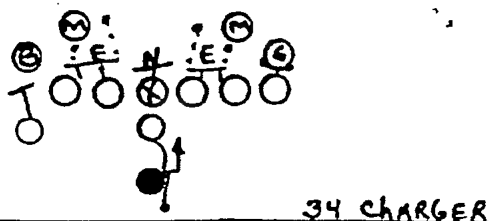
CALL: ZONE BLOCKING
ALERT STUNTS/DOGS
NOTE: PREVENT PENETRATION



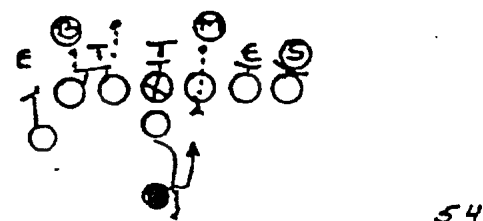
CALL: ZONE BLOCKING
ALERT STUNTS/DOGS
PREVENT PENETRATION



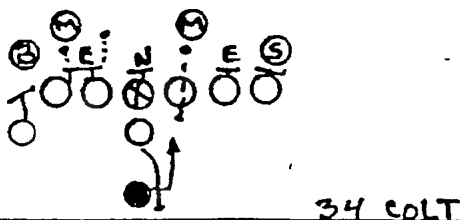
CALL: ZONE



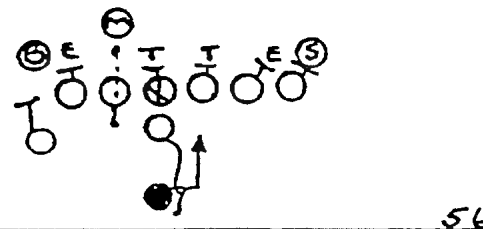
CALL: ZONE



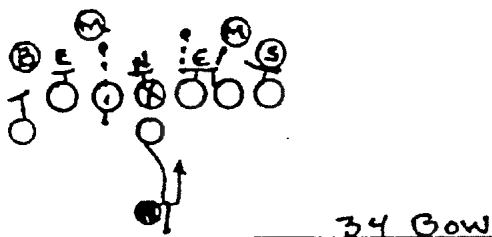
CALL: ZONE



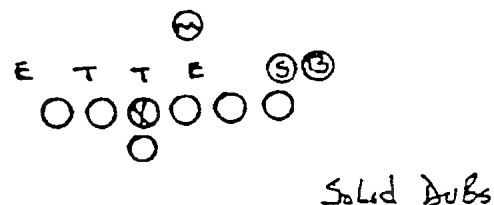
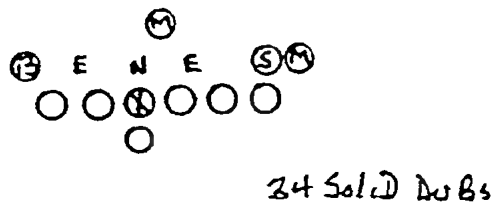
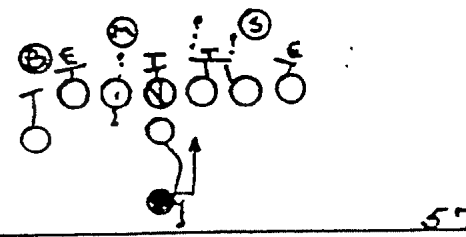
CALL: ZONE



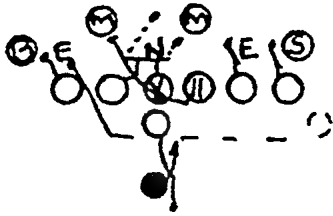
CALL: ZONE



CALL: ZONE

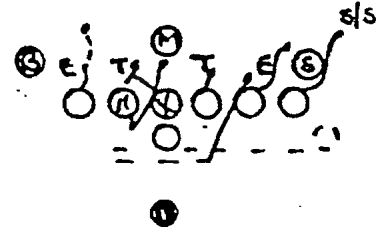


CALL: ACE/ADD



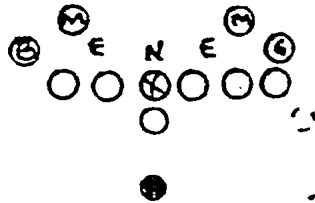
34

CALL: ChoKE

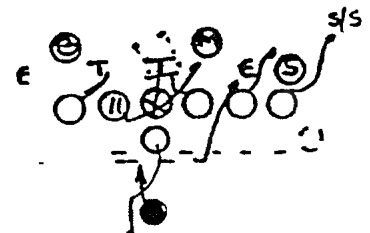


43

CALL: ACE/ADD

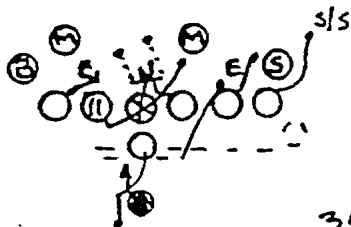


34 CHARGER



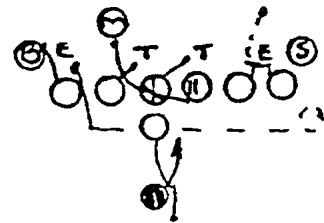
54

CALL: ACE/ADD



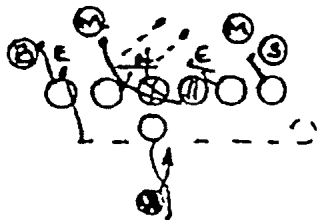
34 COLT

CALL: off (56)



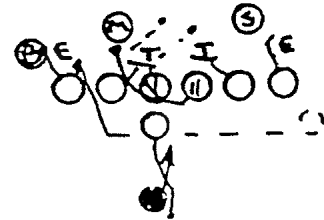
56

CALL: ACE/ADD

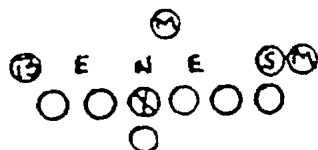


34 Bow

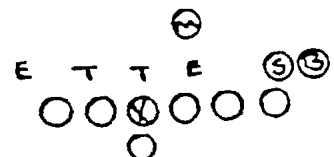
CALL: ACE/ADD (57)



57



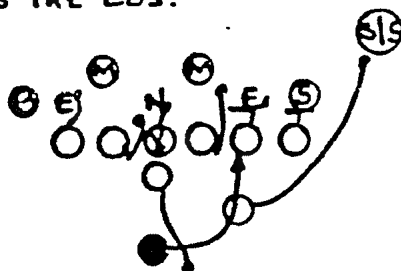
34 Solid Dubs



Solid Dubs

CALL: READ ZONE (GD/TACKLE)
SCOOP

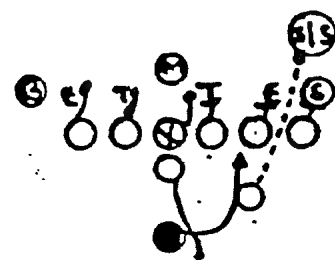
NOTE: R BACK KEY MAN OVER TACKLE
PRESS THE LOS.



34

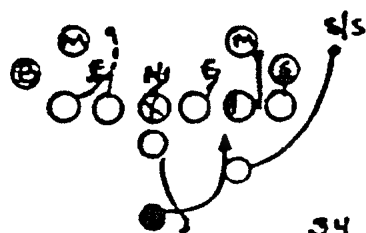
CALL: RAY ZONE (CENTER/GD)
CUTOFF

NOTE: R BACK KEY MAN OVER TACKLE
PRESS THE LOS.



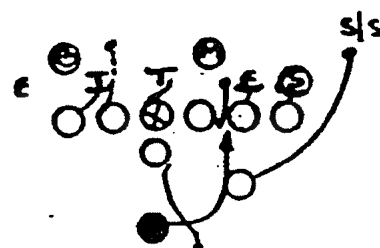
43

CALL: READ ZONE (TACKLE/Y)
SLIP



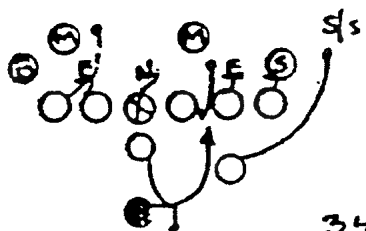
34 CHARGER

CALL: READ ZONE
SLIP



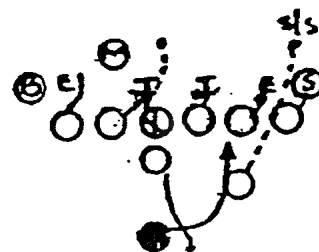
54

CALL: READ ZONE
SLIP



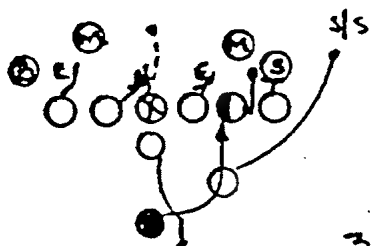
34 COLT

CALL: MAN
SCOOP



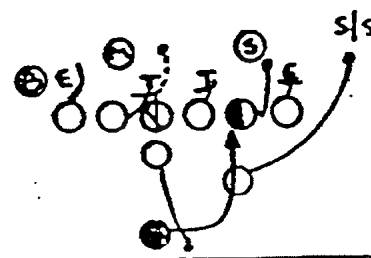
56

CALL: READ ZONE
SCOOP



34 BOW

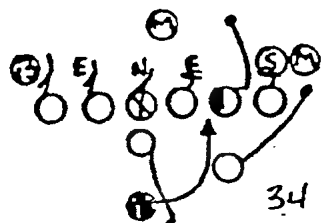
CALL: READ ZONE
SCOOP



57

CALL: READ ZONE

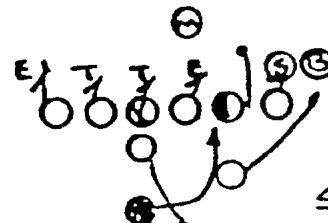
NOTE: BLKING BACK ALERT TO BLK OUTSIDE
DUBS BACKER ON DUBS CALL.



34 SOLID DUBS

CALL: READ ZONE

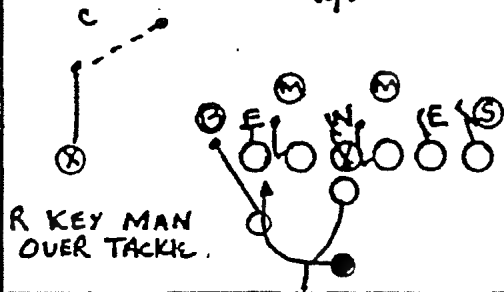
NOTE: BLKING BACK ALERT TO BLK OUTSIDE
DUBS BACKER ON DUBS CALL.



SOLID DUBS

CALL: READ ZONE

SCOOP

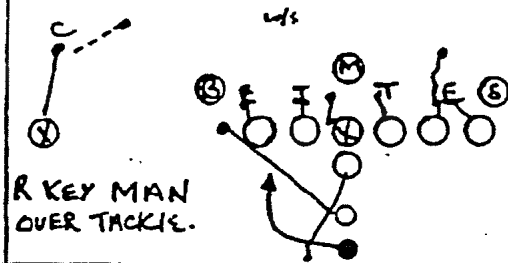
X-BLK MOST DANGEROUS of C/W-S
w/sR KEY MAN
OVER TACKLE.

34

CALL: LENNY ZONE

COMBO

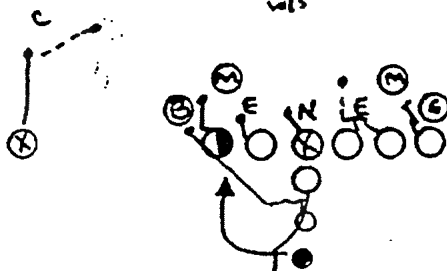
X-BLK MOST DANGEROUS of C/W-S

R KEY MAN
OVER TACKLE.

43

CALL: READ ZONE

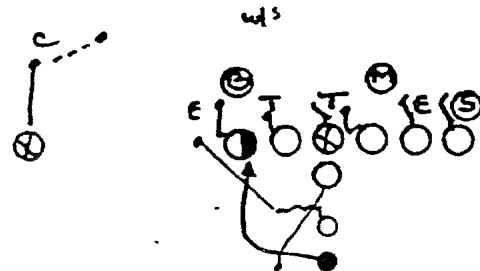
SLIP

NOTE: BLKING BACK CAN USE 2 STEP MOTION
w/s

34 CHARGER

CALL: READ ZONE

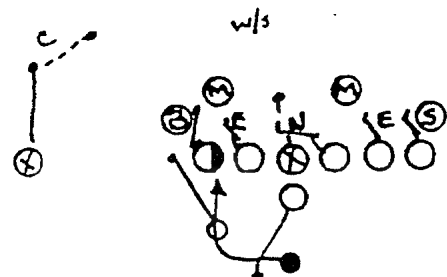
SCOOP

NOTE: BLKING BACK CAN USE 2 STEP MOTION
w/s

54

CALL: READ ZONE

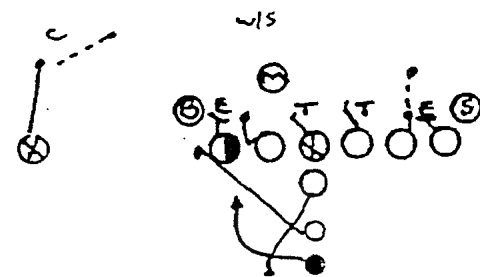
SCOOP



34 COLT

CALL: READ ZONE

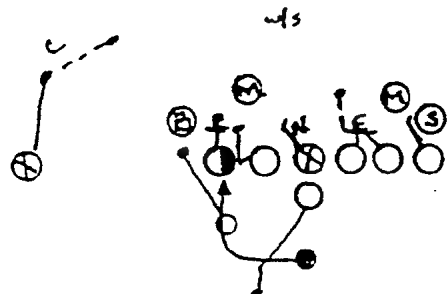
COMBO



56

CALL: READ ZONE

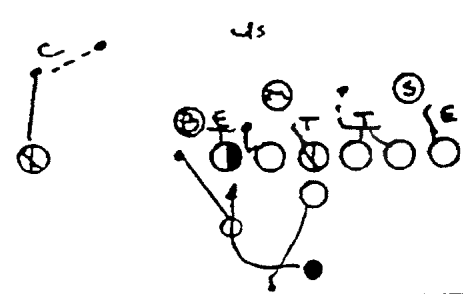
SLIP



34 GOW

CALL: READ ZONE

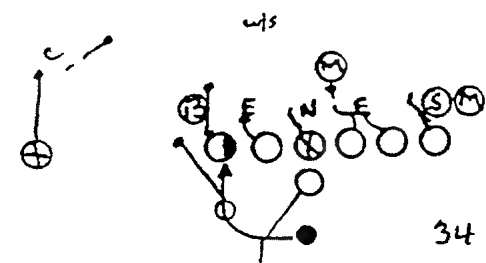
SLIP



57

CALL: READ ZONE

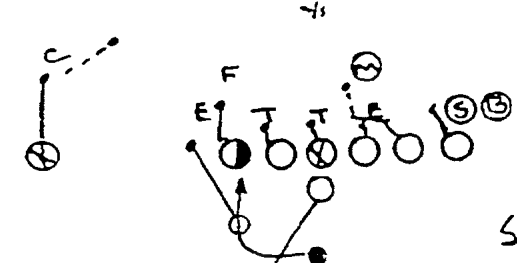
SLIP



34 Solid DuBs

CALL: READ ZONE

SLIP



Solid DuBs

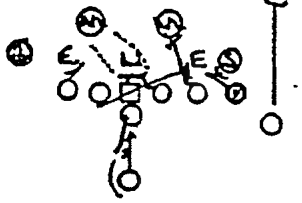
40/50 KICK

CALL: ACE / ADD

BLUFF



WS



SS

C

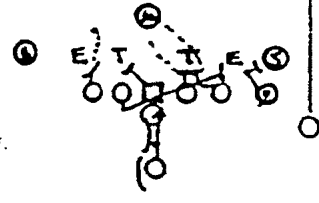
34

CALL: DUCE / ADD

BLUFF



WS



SS

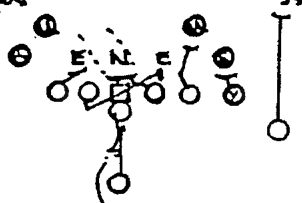
C

43

CALL: ACE / ADD

(POSSIBLE OFF)

SHUTTY!



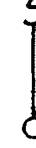
SS

C

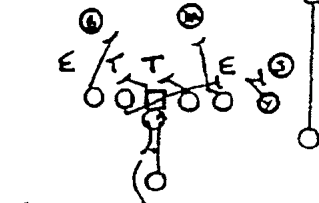
34 CHARGE

CALL: OFF

BLUFF



WS



SS

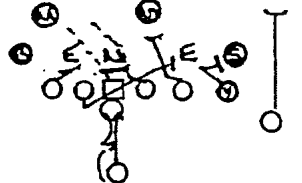
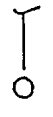
C

54

CALL: ACE / ADD

(POSSIBLE OFF)

BLUFF



SS

C

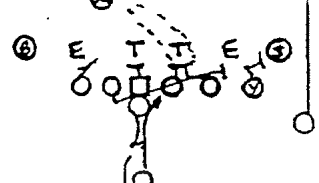
34 COLT

CALL: DUCE / ADD

BLUFF



WS



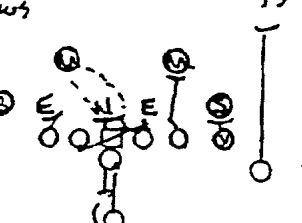
SS

C

56

CALL: ACE / ADD

SHUTTY!



SS

C

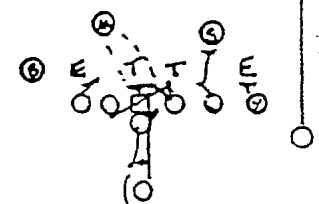
34 BOW

CALL: ACE / ADD

SHUTTY!



WS

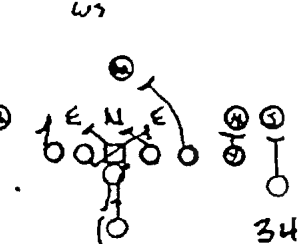


SS

C

57

CALL: OFF



SS

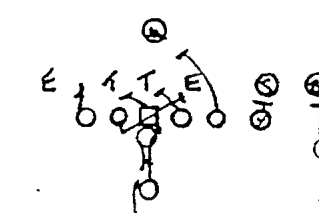
C

34 SOLID DUBS

CALL: OFF



WS



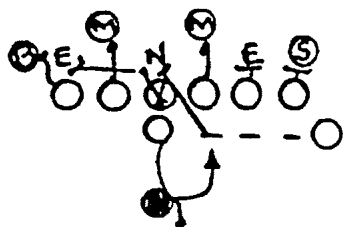
SS

C

SOLID DUBS

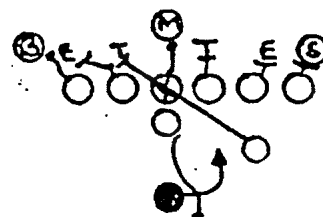
40/50 LEAD NOSE

CALL: ODD
BANG MOVEMENT
R KEY MAN OVER TACKLE
PRESS LOS.

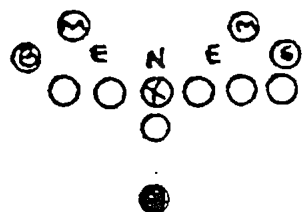


34

CALL: EVEN
R KEY MAN OVER TACKLE
PRESS LOS.

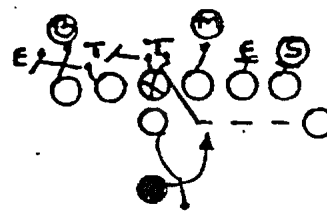


43



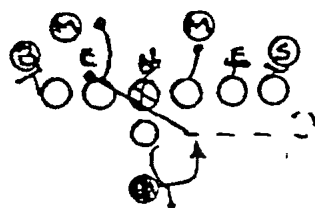
34 CHARGER

CALL: ODD
BANG



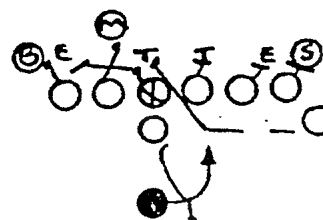
54

CALL: CUT
BANG
R KEY MAN OVER TACKLE ON 'CUT' CALL.



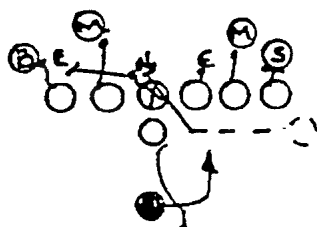
34 COLT

CALL: ODD
BANG



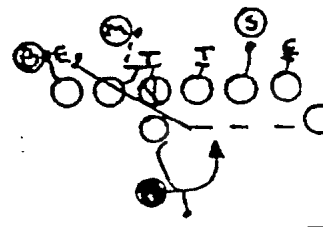
56

CALL: ODD
BANG

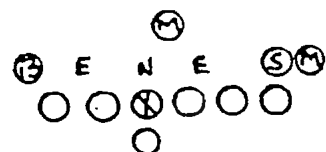


34 BOW

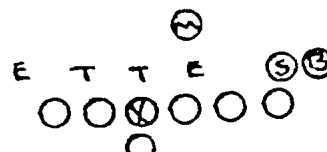
CALL: CUT
BANG



57



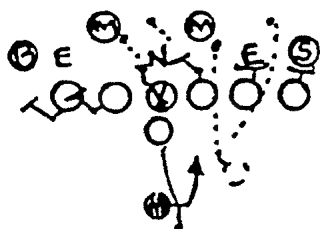
34 SOLID DUBS



SOLID DUBS

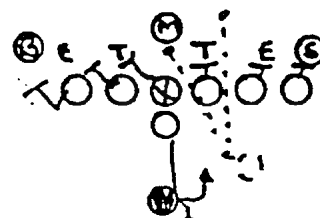
NOTE: CHARLEY PROTECTION BLOCKING

CALL: SLIDE (CON-GD DELAY ACE)
BLKING BACK KEY BLK OF TACKLE
VS. ODD ALIGN.



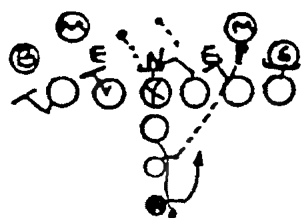
34

CALL: SLIDE
BLKING BACK KEY BLK OF GUARD
VS. EVEN ALIGN.



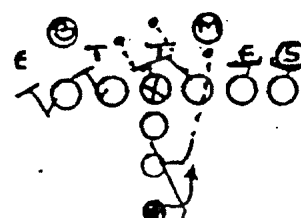
43

CALL: SLIDE (LION)



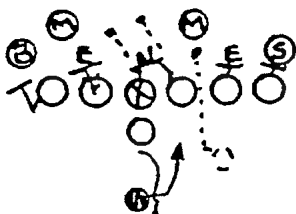
34 CHARGER

CALL: SLIDE



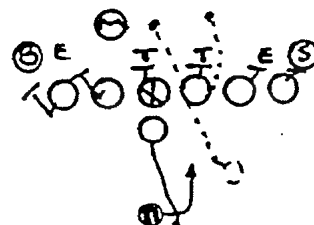
54

CALL: SLIDE



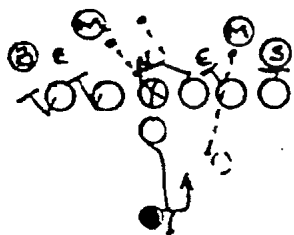
34 COLT

CALL: BASE / FAN



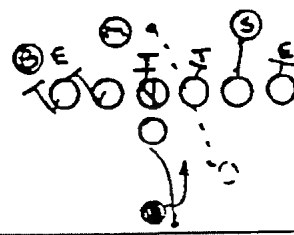
56

CALL: SLIDE (LION)



34 BOW

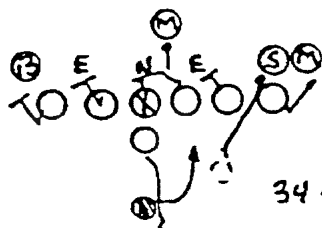
CALL: BASE / FAN



57

CALL: SLIDE (LION)

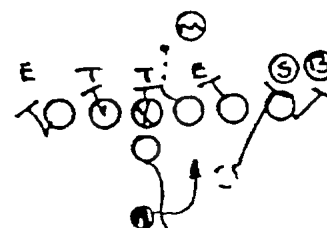
NOTE: DUBS ALIGNMENT Y BLK WIDEST L.B.
BLKING BACK BLK INSIDE DUBS L.B.



34 SLID DUBS

CALL: SLIDE (LION)

NOTE: DUBS ALIGNMENT Y BLK WIDEST L.B.
BLKING BACK BLK INSIDE DUBS L.B.

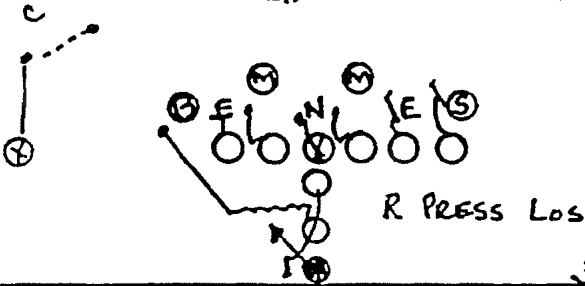


SLID DUBS

60/70 BOUNCE

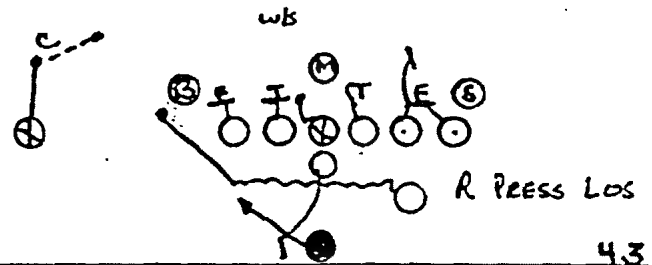
CALL: READ ZONE

SCOOP
X BLOCK MOST DANGEROUS OF CORNER/W'S
R BACK KEY BLOCK OF BLOCKING BACK
W'S

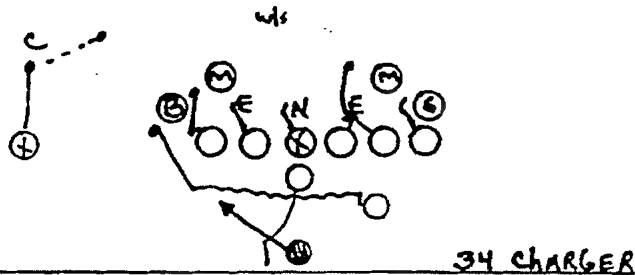


CALL: LENNY ZONE

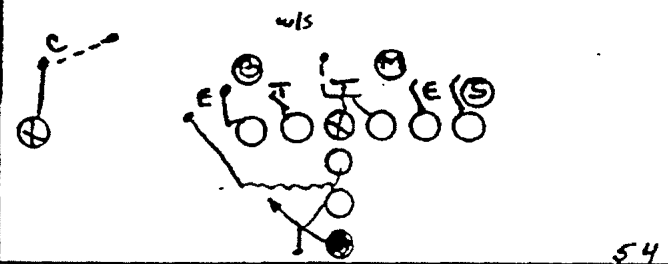
COMBO
X BLOCK MOST DANGEROUS OF CORNER/W'S
R BACK KEY BLOCK OF BLOCKING BACK



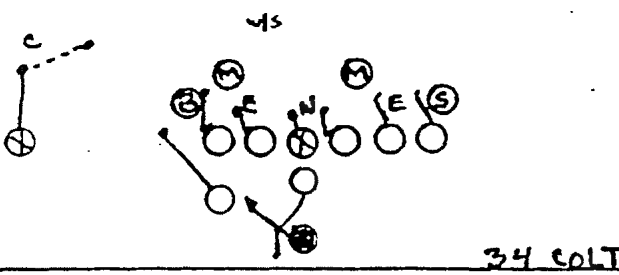
CALL: READ ZONE
SLIP



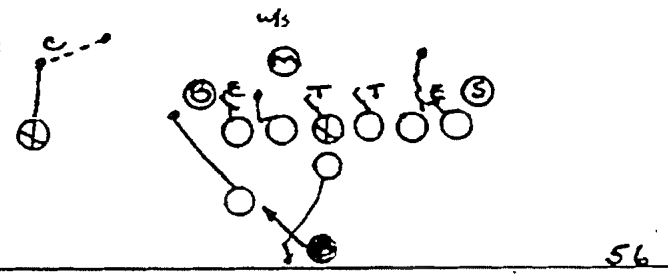
CALL: READ ZONE
SCOOP



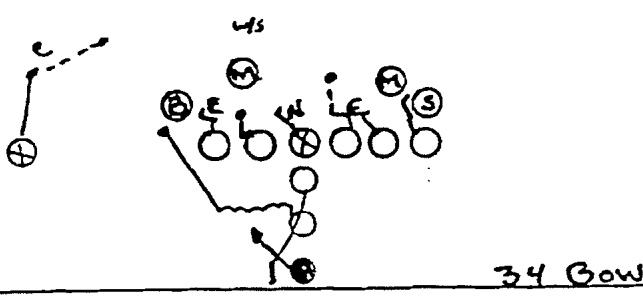
CALL: READ ZONE
SCOOP



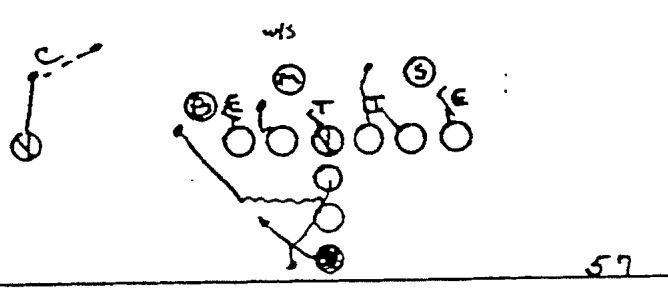
CALL: READ ZONE
COMBO



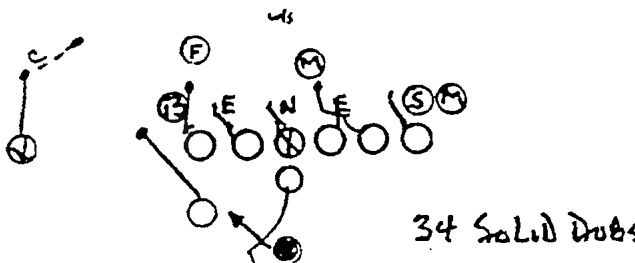
CALL: READ ZONE
SLIP



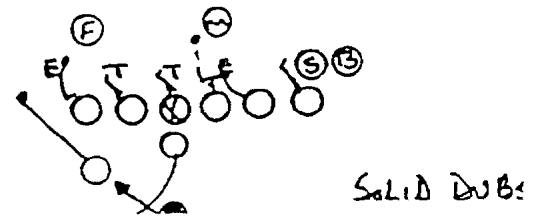
CALL: READ ZONE
SLIP



CALL: READ ZONE
SLIP



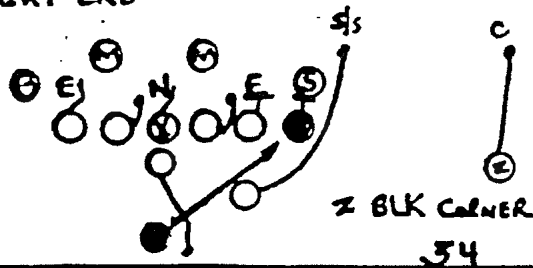
CALL: READ ZONE
SLIP



CALL: READ ZONE

SCOOP

Z BLK CORNER BLKING BACK BLK S/S

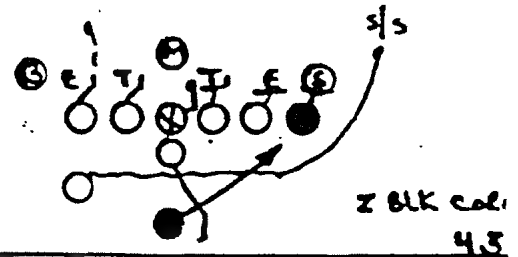
NOTE: R BACK HITCH KICK AND KEY MAN OVER
TIGHT END

CALL: RAY ZONE

SIFT

Z BLK CORNER BLKING BACK BLK S/S

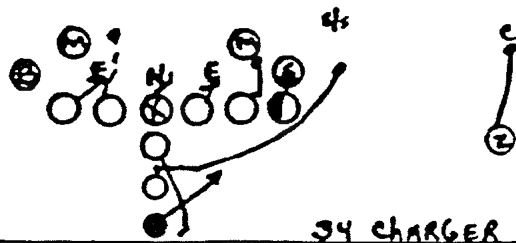
NOTE: WE CAN USE MOVEMENT WITH BLKING BACK



CALL: READ ZONE

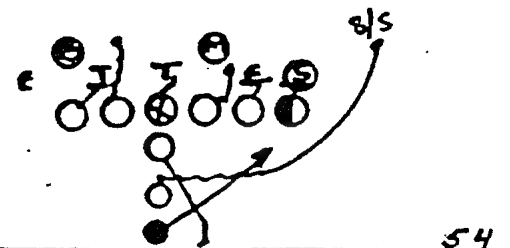
SLIP

NOTE: WE CAN USE MOVEMENT WITH BLKING BACK



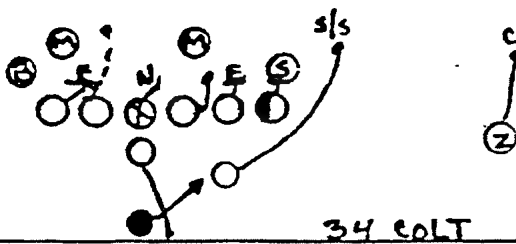
CALL: READ ZONE

SLIP

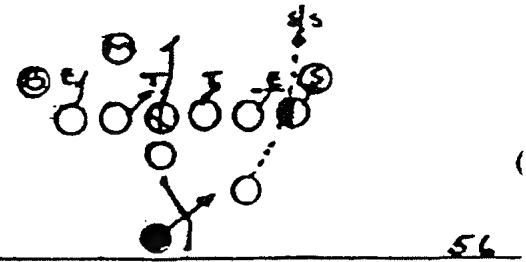


CALL: READ ZONE

SLIP

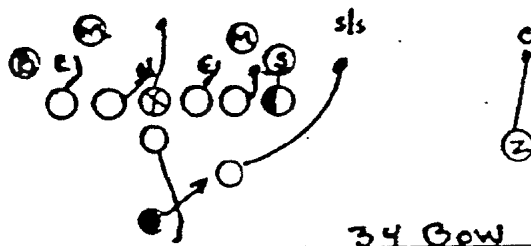
CALL: MAN
SCOOP

NOTE: BLKING BACK AHEAD LOCATION OF S/S.



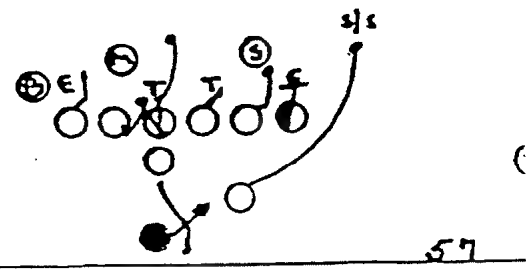
CALL: READ ZONE

SCOOP



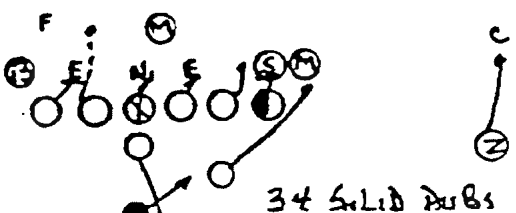
CALL: READ ZONE

SCOOP



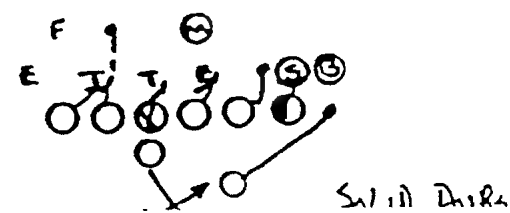
CALL: READ ZONE

SLIP



CALL: READ ZONE

SLIP



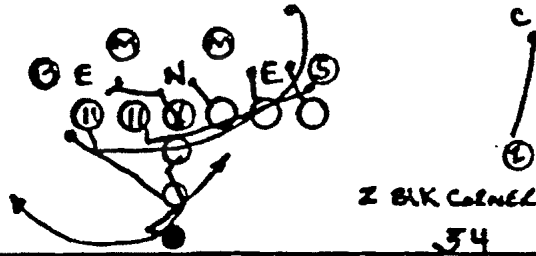
60/70

CTR GAP

CALL: TREY-GAP (ON TACKLE MAKES CALL)

NOTE: BLKING BACK RULE (SEAL BLOCK RULE)

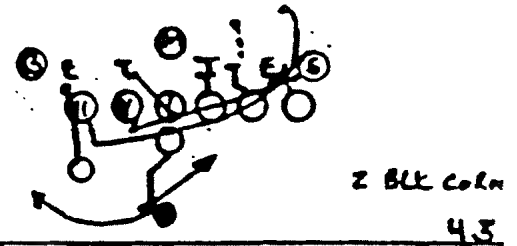
< VOID OVER GO BLK END MAN ON LOS
 < GO COVERED BLK MAN OVER TACKLE ON LOS



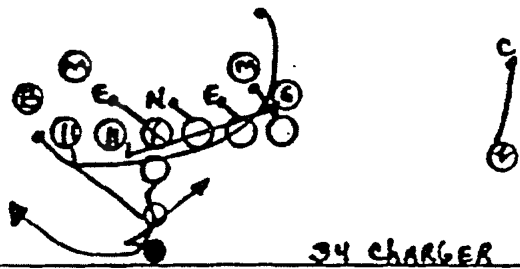
CALL: DUCE-GAP

NOTE: BLKING BACK RULE (SEAL BLOCK RULE)

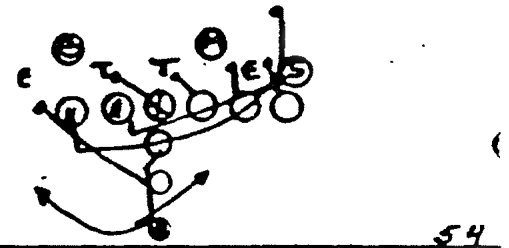
< GO COVERED BLK MAN OVER TACKLE ON LOS
 < VOID OVER GO BLK END MAN ON LOS



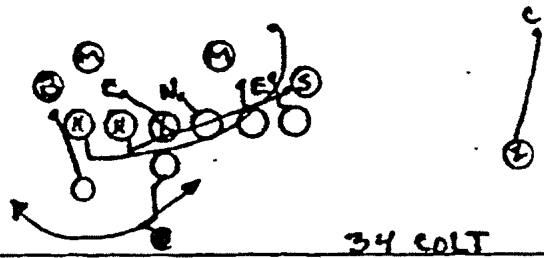
CALL: ANGLE



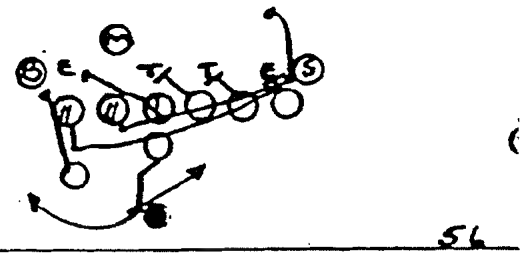
CALL: TREY-GAP



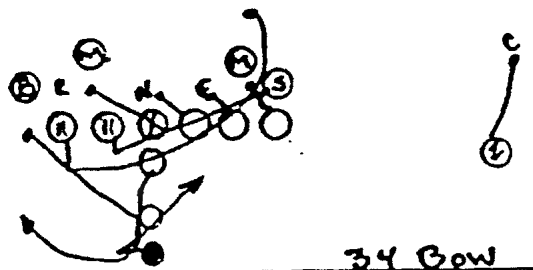
CALL: TREY-GAP



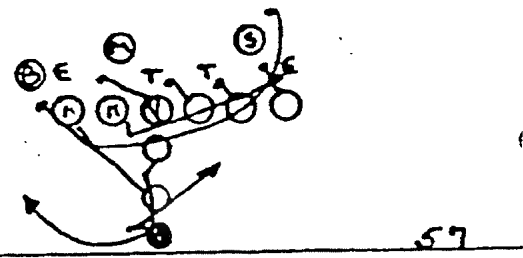
CALL: ANGLE



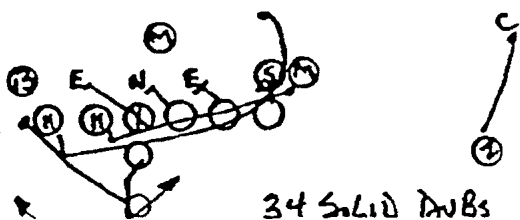
CALL: ANGLE



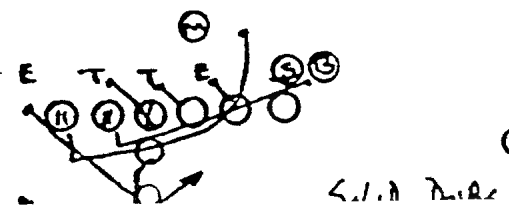
CALL: ANGLE



CALL: ANGLE

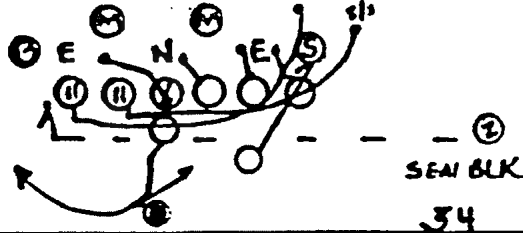


CALL: ANGLE

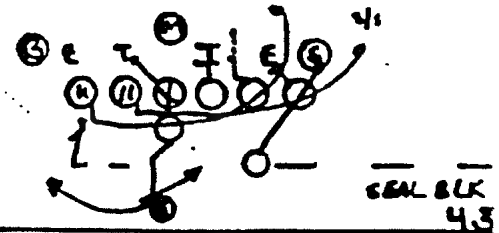
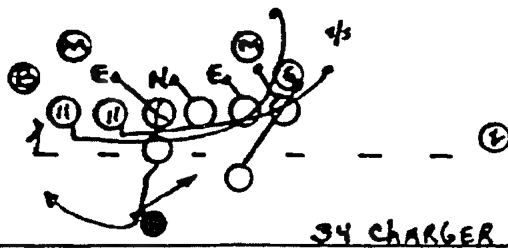
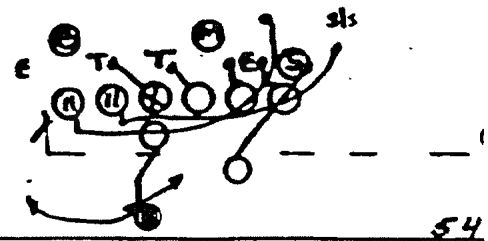
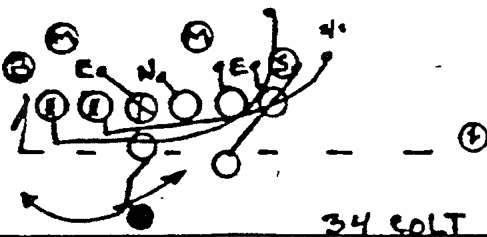
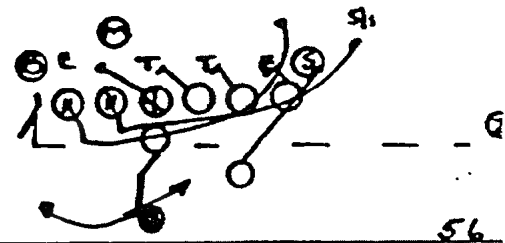
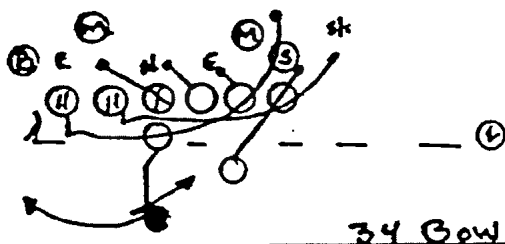
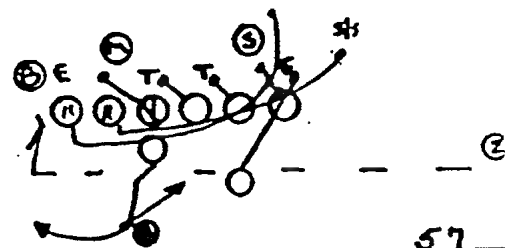
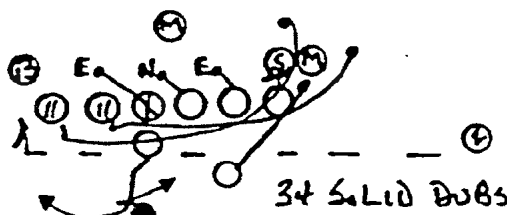
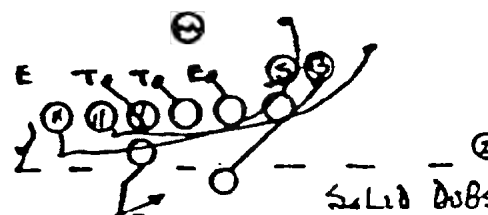


CAN: TREY-GAP
LOAD

NOTE: PULLING GD BLK S/S ON 'LOAD' CALL:
SEAL BLOCKER RULE:
VOID OVER GD BLK END MAN ON LOS
< GD COVERED BLK MAN OVER BACK ON LOS

CAN: DUCE-GAP
LOAD

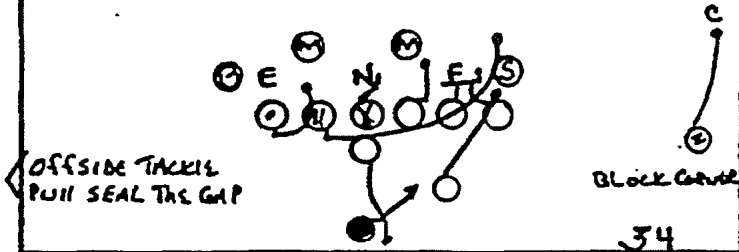
NOTE: PULLING GD BLK S/S ON 'LOAD' CALL:
SEAL BLOCKER RULE:
< GD COVERED BLK MAN OVER BACK ON LOS
VOID OVER GD BLK END MAN ON LOS

CAN: ANGLE
LOADCAN: TREY-GAP
LOADCAN: TREY-GAP
LOADCAN: ANGLE
LOADCAN: ANGLE
LOADCAN: ANGLE
LOADCAN: ANGLE
LOADCAN: ANGLE
LOAD

60/70 POWER O

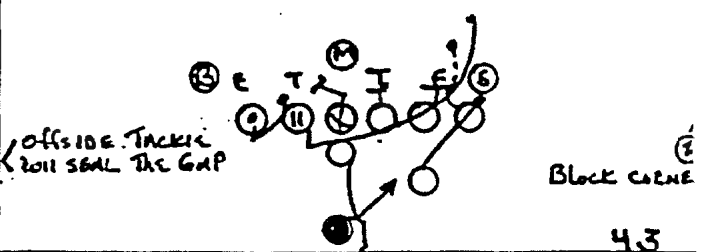
CÂN: TRẺY

CLIPPING BACK TRAP MAN OVER TIGHT END
'O' GO PULL TIGHT TO LOS - TURN UP OFF OBL TRAM
OFF TACKLE RUN SEAL



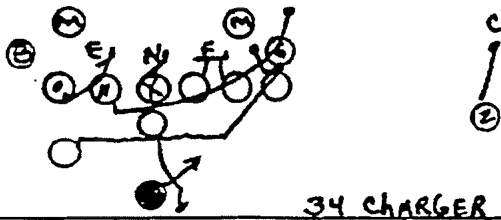
CAN: TREY

BLKING BACK TRAPMAN OVER TIGHT END
O' GO PULL THAT TO LOS - TURN UP OFF OBL TEAM
OFF TACKLE PULL SEAL

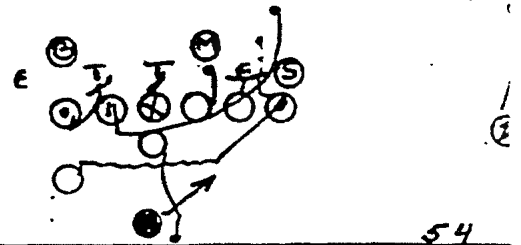


CALL: Duce

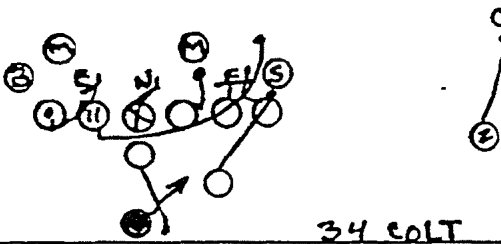
TIGHT END BLOCK INSIDE WHEN VOID OVER TACKLE



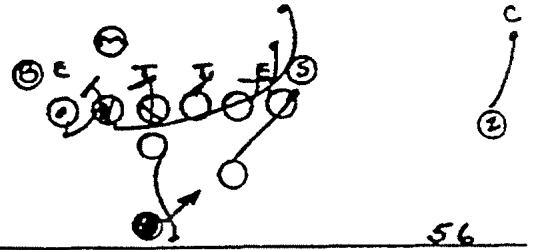
CALL: TREY



CALL: TREY

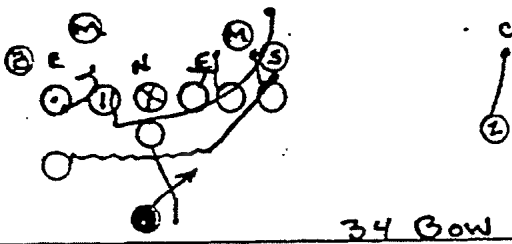


CALL: TREY



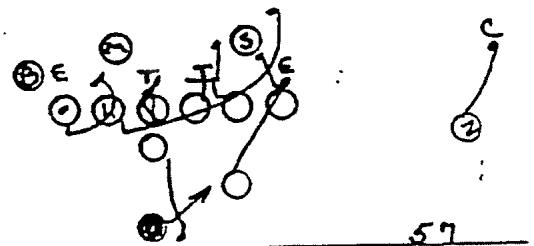
CALL: DUCE

TIGHT END BLK INSIDE WHEN VOID OVER TACKLE



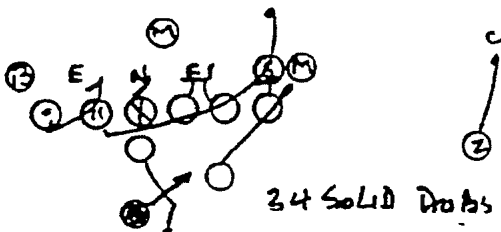
CALL: DUEE

CALL: DURE
TIGHT END BLK INSIDE WHEN VOID OVER TACKLE



CALL: DUCE

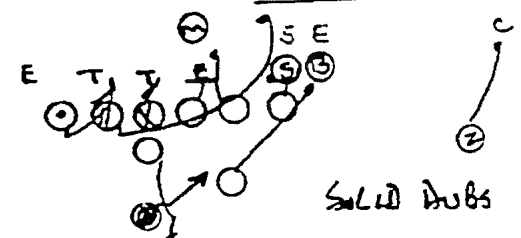
* NOTE: TIGHT END BLK BACKER OVER VS. DUBS
BLKING BACK BLK OUTSIDE DUB BACKER



CALL: DUCE

* NOTE: TIGHTEND BLOCK MAN OVER VS. ANY DUBS
BLKING BACK BLK OUTSIDE PORTION OF DUBS

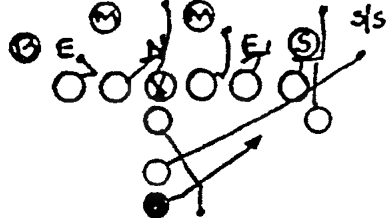
NOTE: BIG DUBS



80/90 POWER

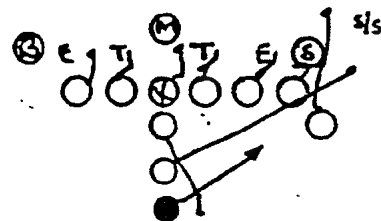
CALL: FOUR/ADD
READ
SCOOP
PULL SEAL

NOTE: BLKING BACK BLK SECONDARY FORCE
R BACK KEY MAN OVER TIGHT END



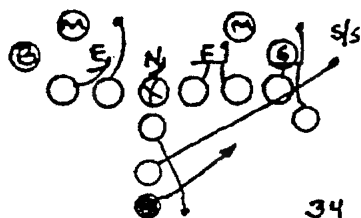
34

CALL: FOUR/ADD
RAY
CUTOFF



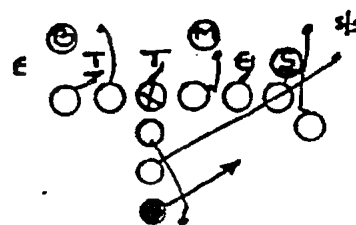
43

CALL: FOUR/ADD
DEUCE
SLIP



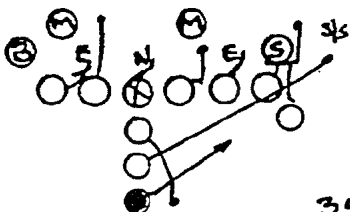
34 CHARGER

CALL: FOUR/ADD
READ
SLIP



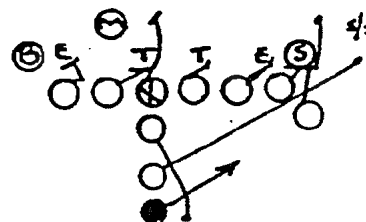
54

CALL: FOUR/ADD
READ
SLIP



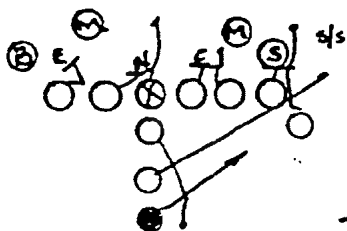
34 COLT

CALL: FOUR/ADD
BASE
SCOOP
PULL SEAL



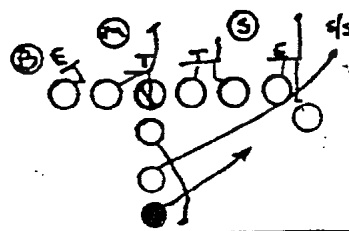
56

CALL: FOUR/ADD
DEUCE
SCOOP
PULL SEAL



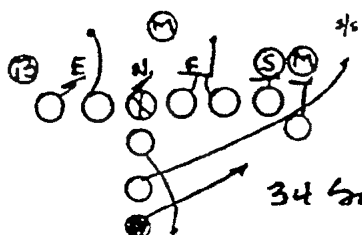
34 BOW

CALL: FOUR/ADD
DEUCE
SCOOP
PULL SEAL



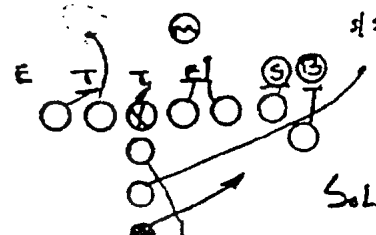
57

CALL: BASE
DEUCE/ADD
SLIP



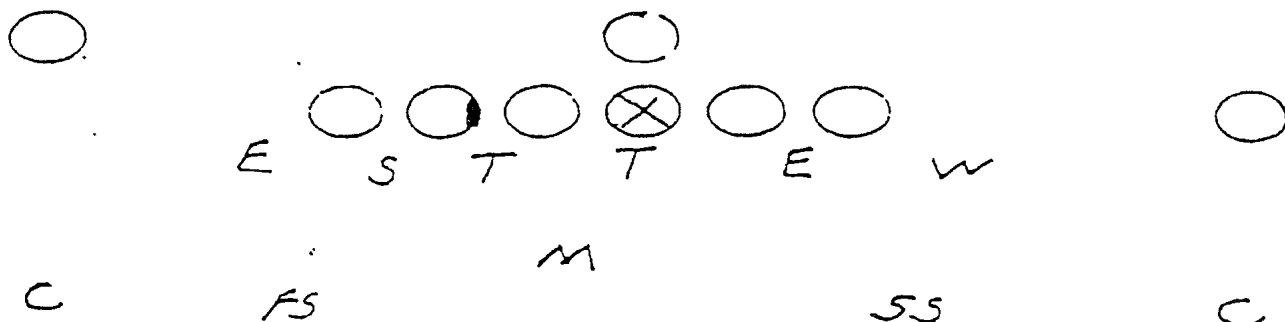
34 SOLID DUBS

CALL: BASE
DEUCE/ADD
SLIP



SOLID DUBS

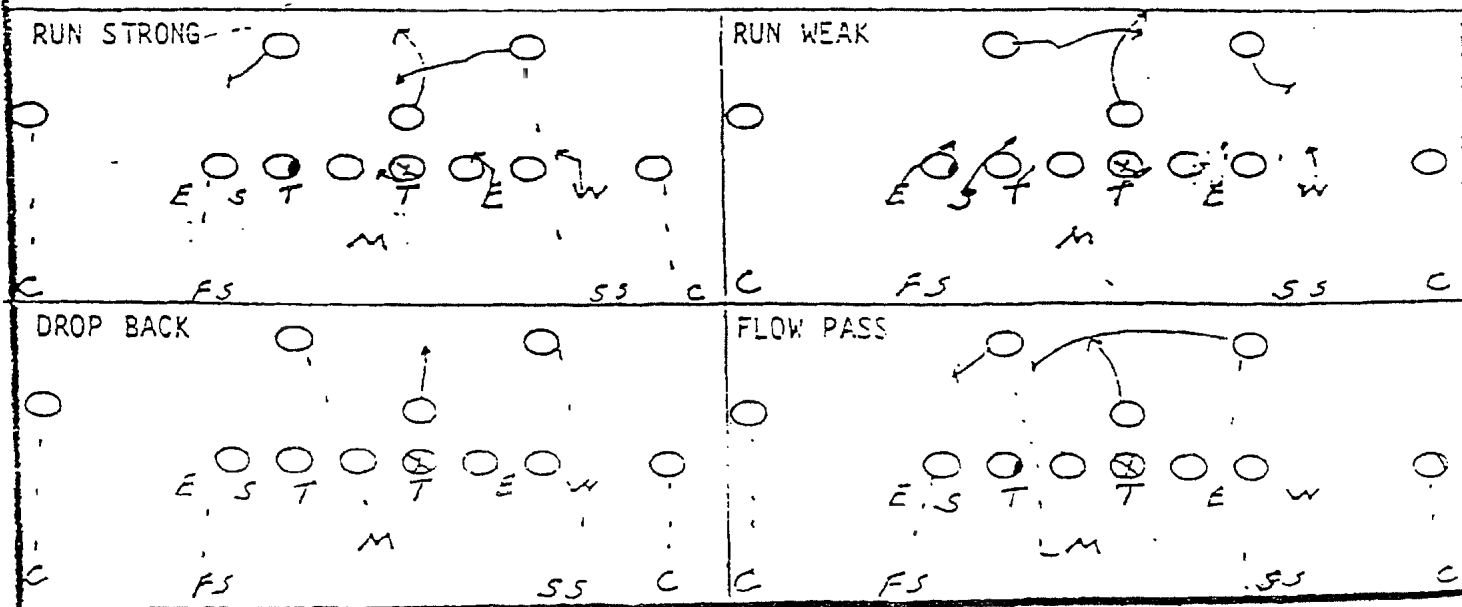
TIGER - COV. 1 (MAN);
2.6



POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 3	RIP	BALL - GUARD	B GAP	PURSUER	INSIDE
LT. END	8 TECH.	GO	BALL/TE/NB	ALLEY	TRAIL	CONTAIN
RT. TACKLE	0	FREE	BALL-CENTER	REACT	REACT	INSIDE
LT. TACKLE	4	RIP	BALL-GUARD	B GAP	TRAIL	INSIDE
SAM	7 TECH.	HAMMER	BALL-TE	C GAP SPILL	TRAIL	INSIDE-SCRAPE
MIKE	10	FILL	#3	FILL	SCRAPE	COV. CALLED
WILL	LOOSE 5	FB	BALL-TACKLE	ALLEY	TRAIL	CONTAIN

ADJUSTMENTS: SS - HANDLE ALL BACK MOTION AND ADJUSTMENTS.
DB's - HANDLE ALL REC. MOTION.
VS. PRO - SECONDARY ALIGN 8 YDS. DEEP - 4 ACROSS LOOK - PLAY MAN OR 2.
VS. TWINS (SLOT) - SHOW 3 LOOK. PLAY MAN OR 6.

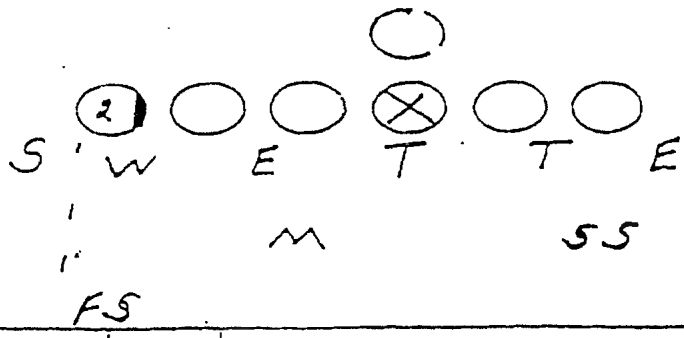
COVERAGE CALLS:



BEAR - COV 1 (MAN); ZONE 3

2

1



POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 5	FB	BALL-TACKLE	ALLEY	TRAIL	CONTAIN
LT. END	LOOSE 3	RIP	BALL-GUARD	B GAP	PURSUE	INSIDE
RT. TACKLE	LOOSE 3	RIP	BALL-GUARD	B GAP	TRAIL	INSIDE
LT. TACKLE	0	FREE	BALL-CENTER	REACT	REACT	INSIDE
SAM	8 TECH.	GO	BALL/TE/NB	ALLEY	TRAIL	CONTAIN
MIKE	30	FILL	#3	FILL	SCRAPE	COV. CALLED
WILL	7 TECH.	HAMMER	BALL/TE	C GAP SPILL	TRAIL	INSIDE-SCRAPE

ADJUSTMENTS: SS - HANDLES ALL BACK MOTION AND ADJUSTMENTS.
 DB's - HANDLE ALL REC. MOTION.
 SS - ALIGN 40 5 YDS. DEEP. FS - OUTSIDE SHADE OF TE 7 DEEP.
 CORNERS - INSIDE SHADE 8 DEEP.

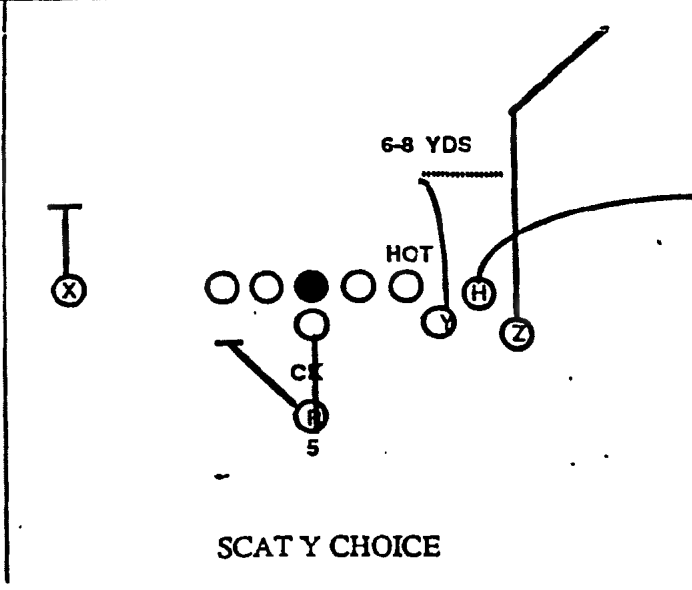
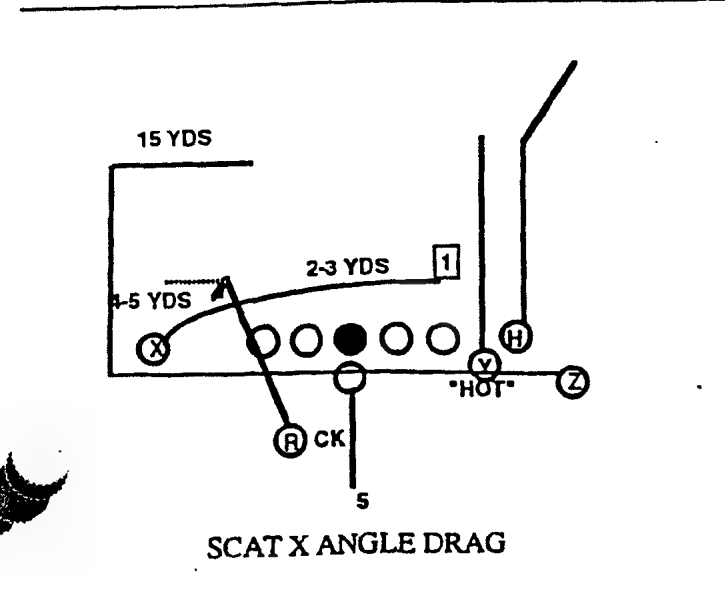
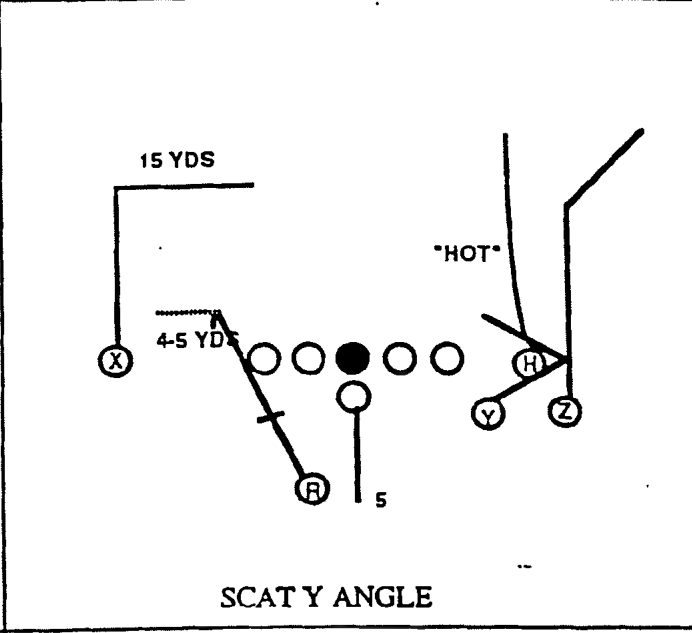
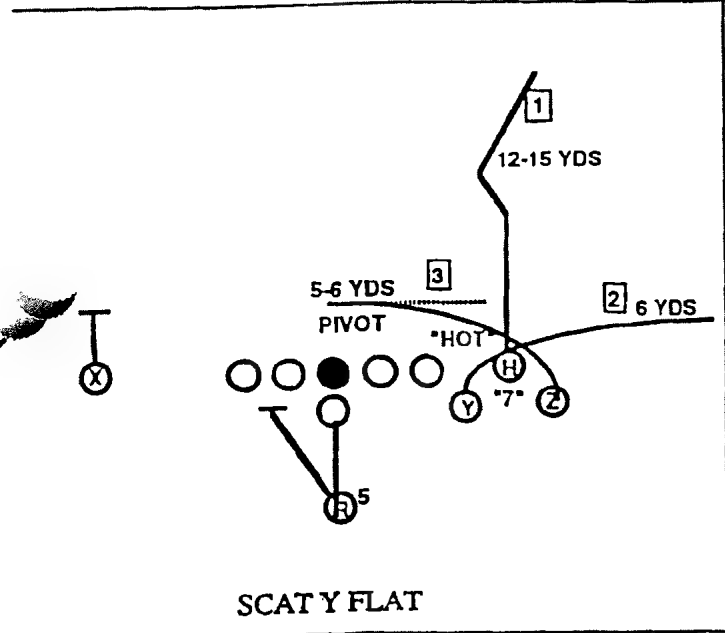
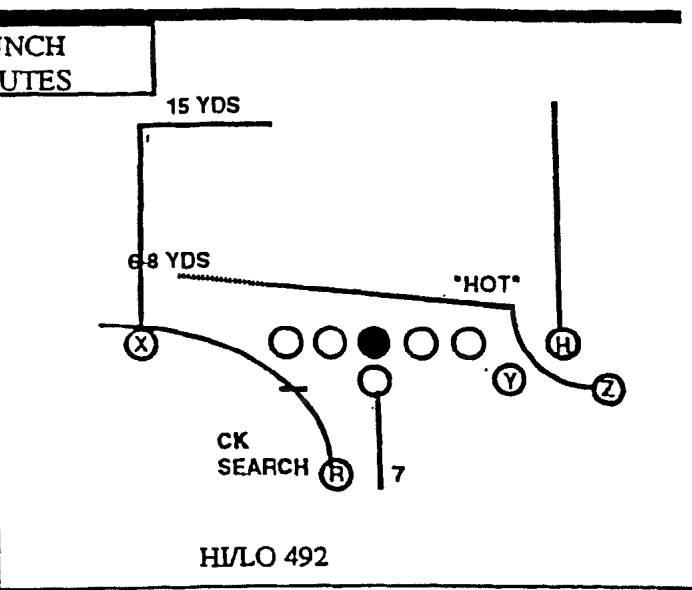
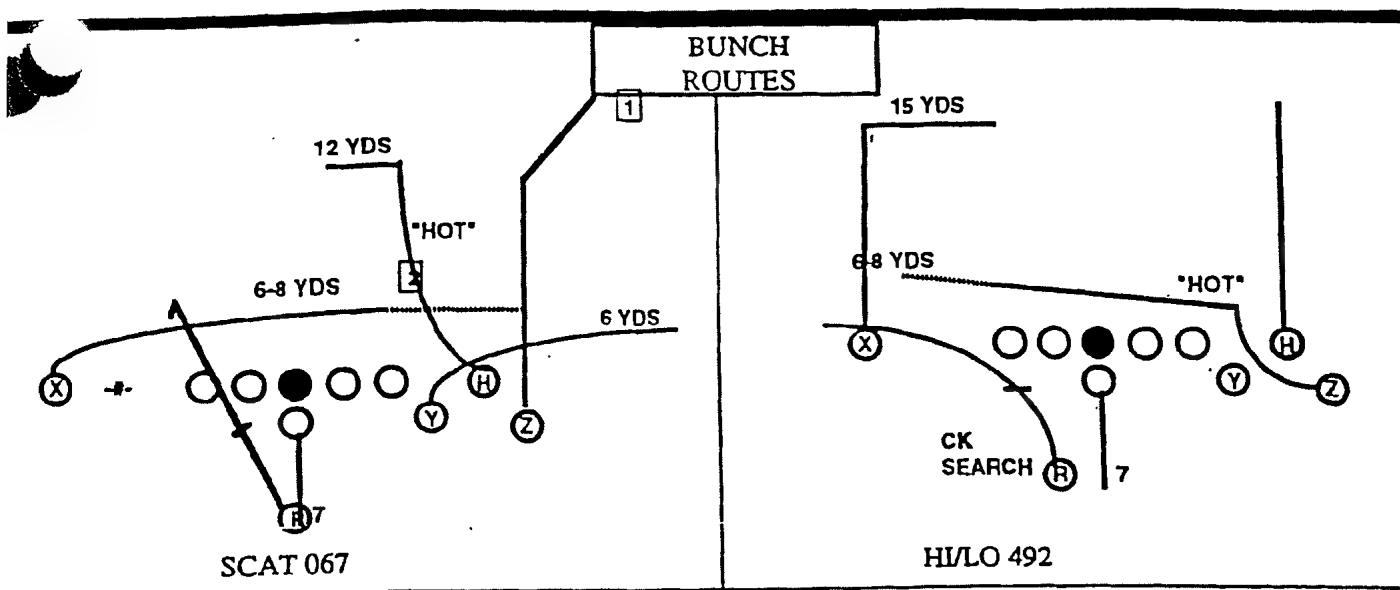
COVERAGE CALLS: COVER 1, COVER 1 PRESS, OR COVER ZONE.
 VS. TRIPS SS ALIGN ON 2, FS ALIGN ON 3 - CAN PLAY MAN ON ZONE FS 1/3

<p>RUN STRONG-</p>	<p>RUN WEAK</p>
<p>DROP BACK</p>	<p>FLOW PASS</p>

92

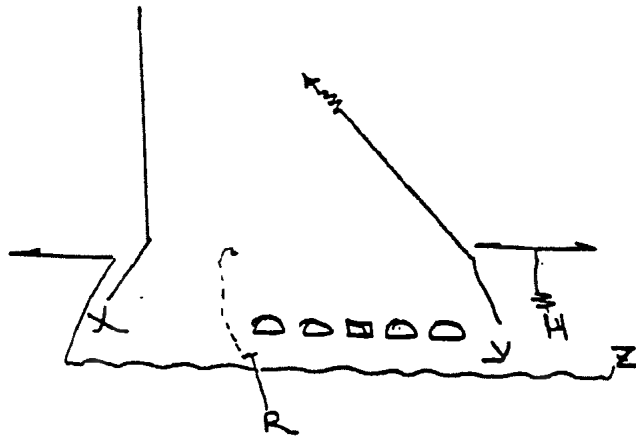
REDSKIN'S
SHIFT &
BUNCH

PACK AOP



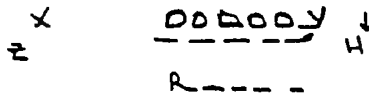
SCAT "FORD"

3rd 2006

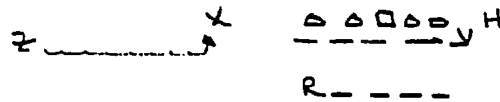


BUNCH - Zecke

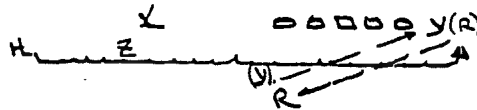
STEER - VILL



STEER - VILL - ZIP

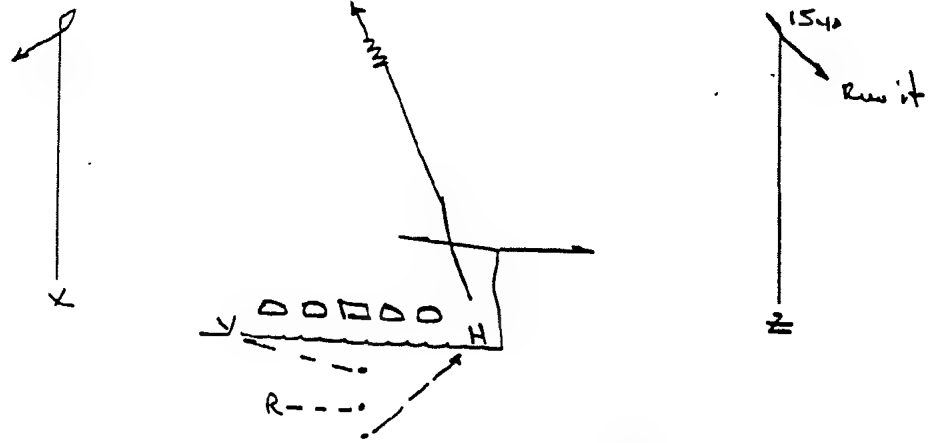


DUTCH - HAWK RILT



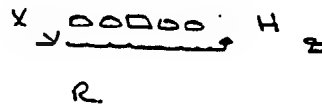
SCAT "Y DOME"

3rd 2 to 6

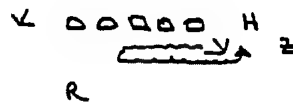


BURST - TR - FLV

BURCH - TLT - FLV

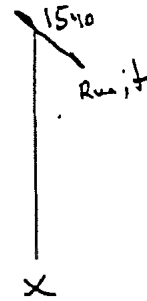
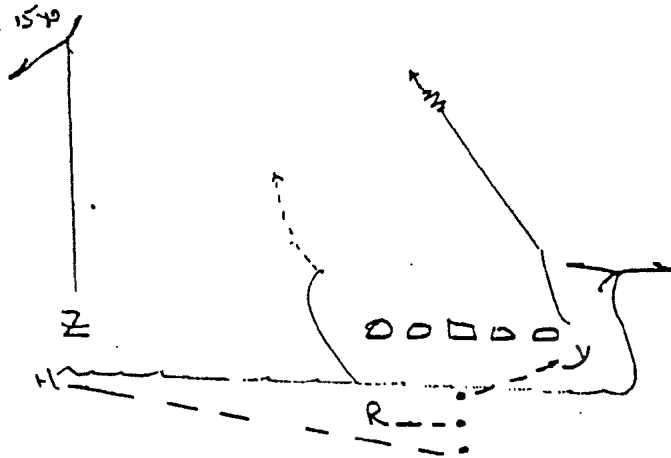


BLL - TLT - FA - FLV



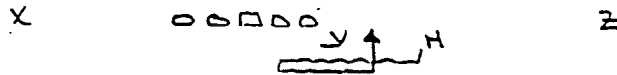
SCAT 85 "DODGE"

3rd 2006

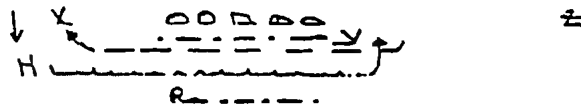


BURST-TEX-H (REAR)

(HW) TRA-FA-WHIZ (MAY/DAY = MONK AT Y)

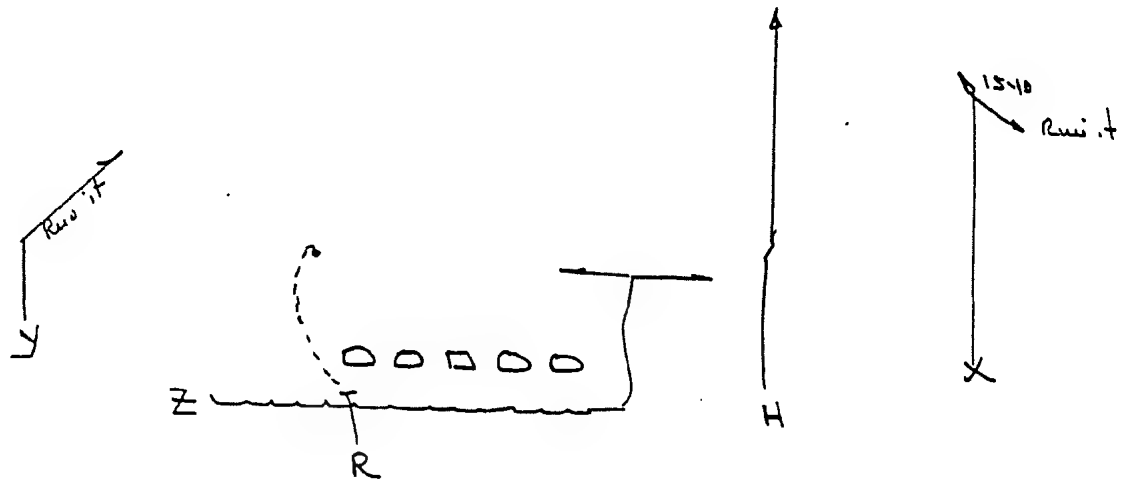


AXE-DBL-SPLOR



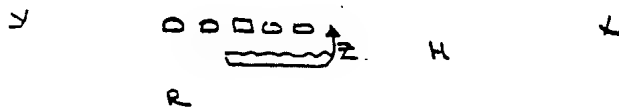
SCAT 965 "CLEAR"

3RD 2006



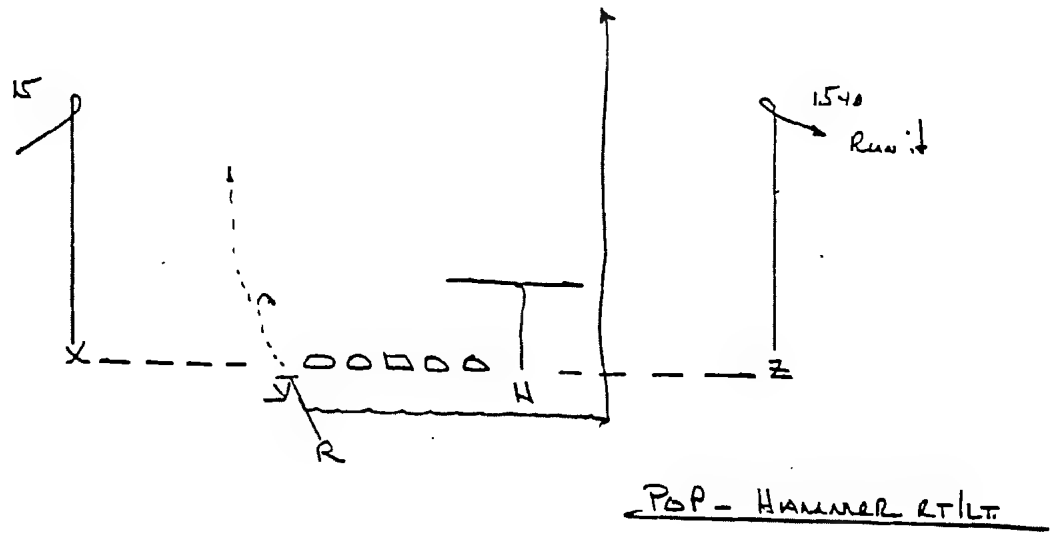
(3w) ROCKET-RT-FLY

(3w) ROCKET-TR-FA-FLY



SCAT H CLEAR

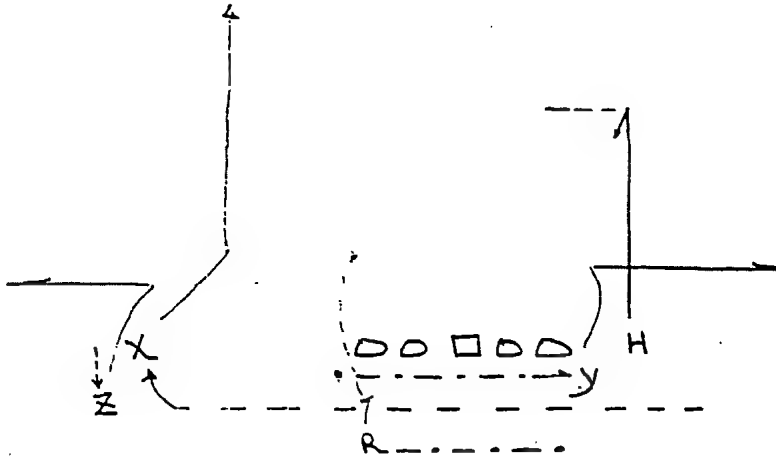
3rd 2nd L



SCAT HONDA

3rd 2nd

TIED WITH FILE STACK (magic)



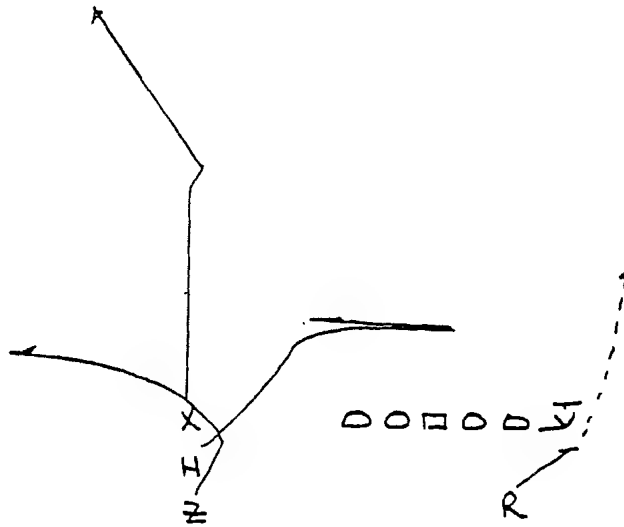
AXE - VICE

ROW - VICE

X
Z O O O O O H
 y R

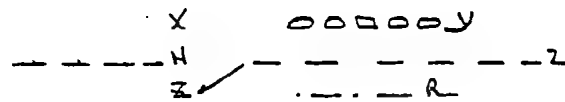
SCRAM "FIELD GOAL"

3RD 2ND 6



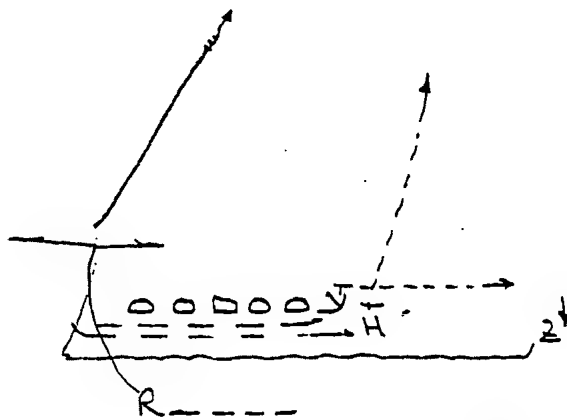
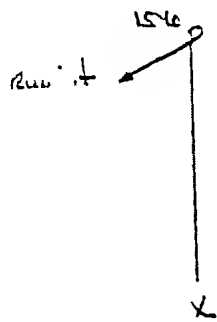
TOTEM

SINK - TOTEM



SCRAM R DODGE

3rd 2-6



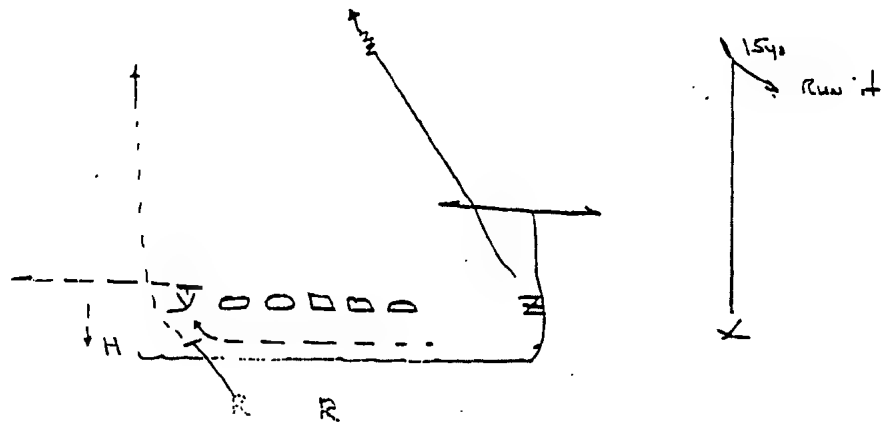
FLIP - TR - ZAP

STEM - TW - FA - ZAA



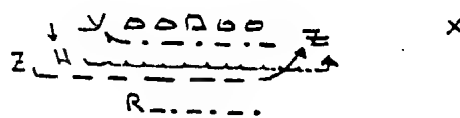
SLAM Hero

3rd 2nd

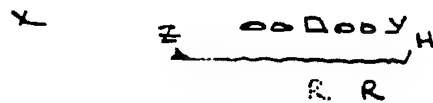


STEEL FLANK - WH12

ZELDA - TW - WHIZ

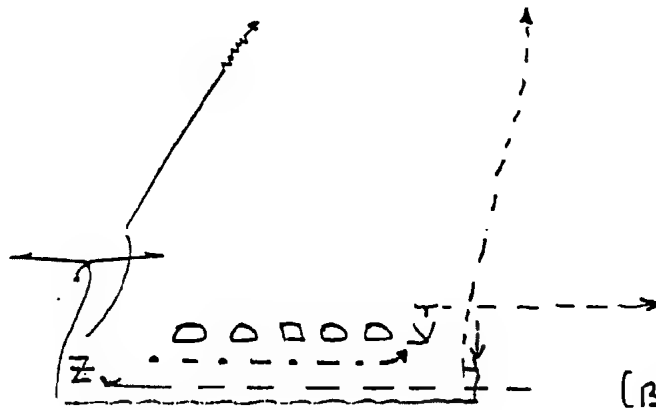
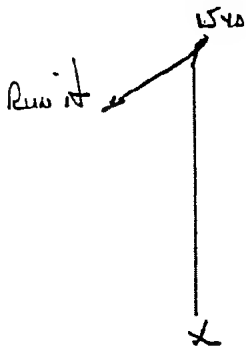


TWINS - WHIZ



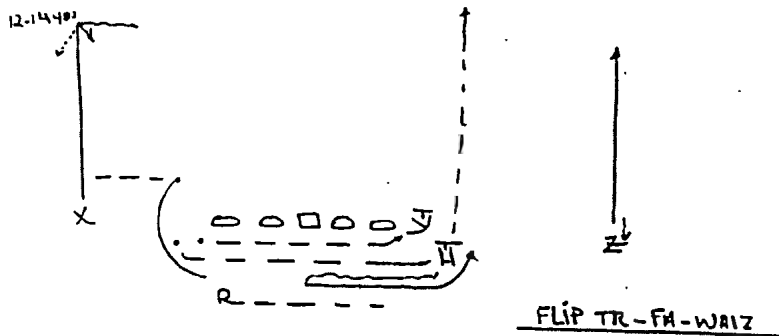
SCRAM WIN

3rd 28 L

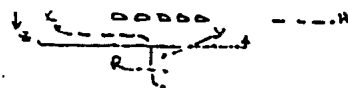


(BUZZ-TW-WHIZ)
(2 10r) (494)

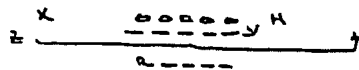
FLASH / LIGHT Hook (#4) 3" L



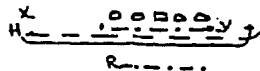
TAXI - WA - Z SLAND



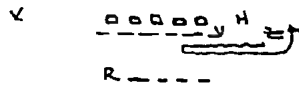
STEM - TR - ZLA



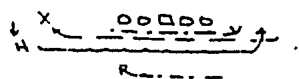
HURRY - DBL - SPEAR



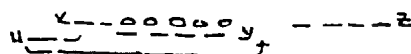
STEM - BU - FH - ZLA



AVE - DBL - SPEAR

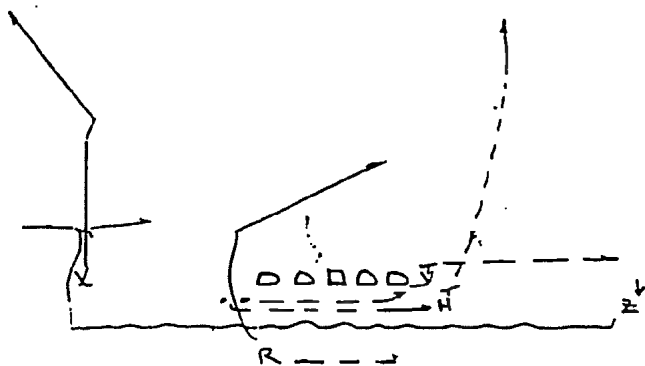


EXP - DBL - SPEAR



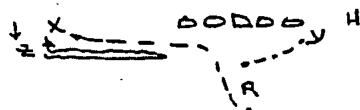
FLASH / LIGHT "DAKOTA"

3rd JNL

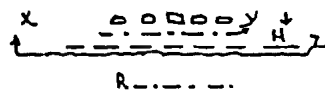


FLIP-TR-zeeke

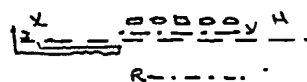
TAXI VICE-FA-ZM



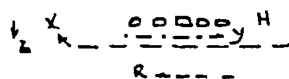
BUZZ-TR-zeeke



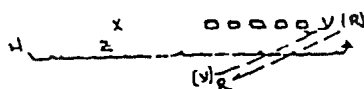
BUZZ-VICE-FA-ZM



AVE-VICE

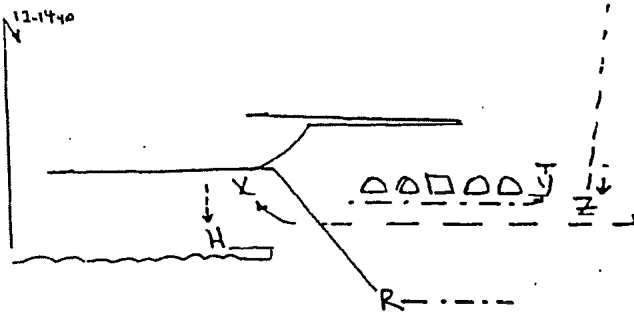


DUTCH-HNH RTIT



FLASH/LIGHT 6 PIVOT

3rd 2m 6

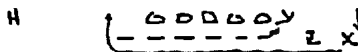


AXE - Close - Fa - Spear

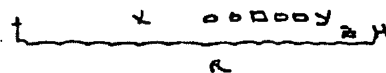
49.

STEEL - CLOSE - EXIT

49.



CLOSE - L - WHIZ



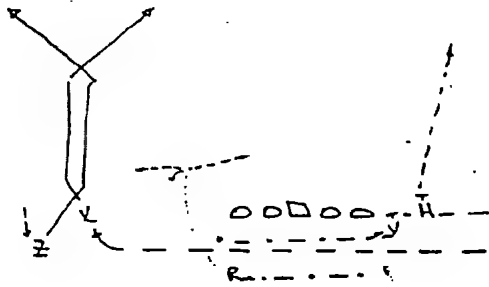
CLOSE - FA - SPEAR



TIED WITH SCOT'S HONDA (males)

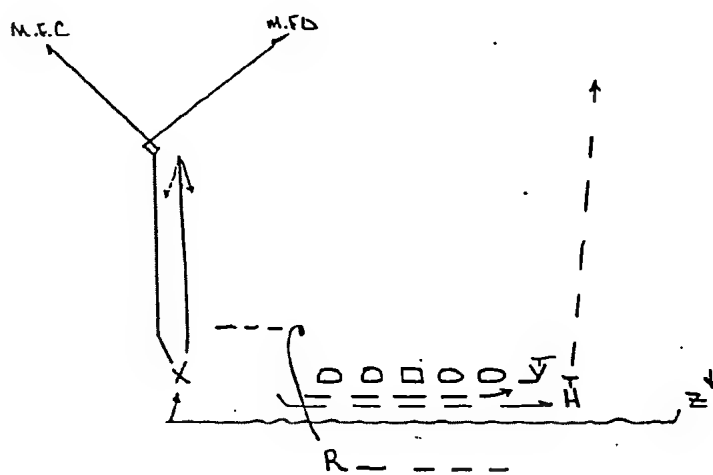
FLASH / LIGHT STACK (#1)

3RD 2nd C'



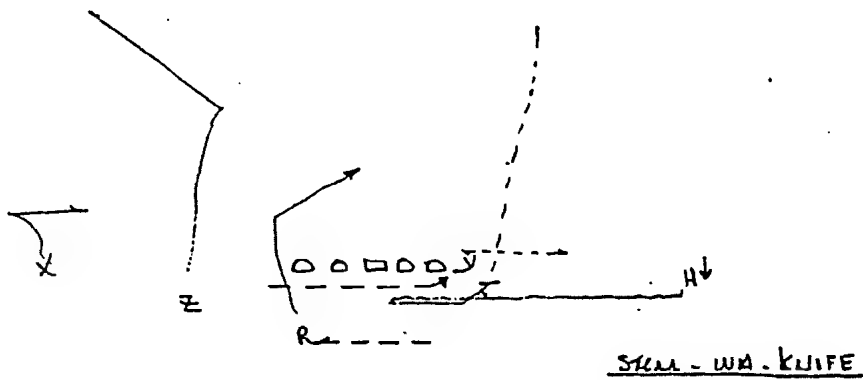
AXE - VICE

FLASH / LIGHT "TRAIL" (#2) 3rd 270 6

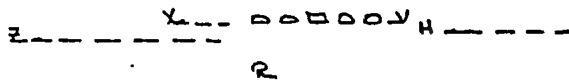


FLIP-TR-Flash

3rd 2nd L

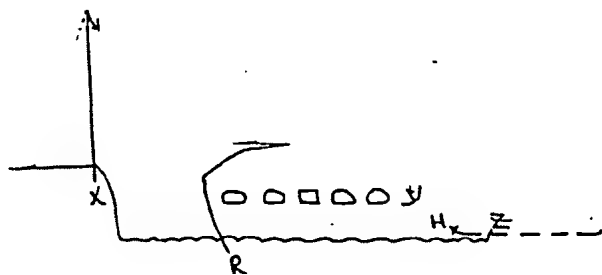


RIVERSIDE - TWINS



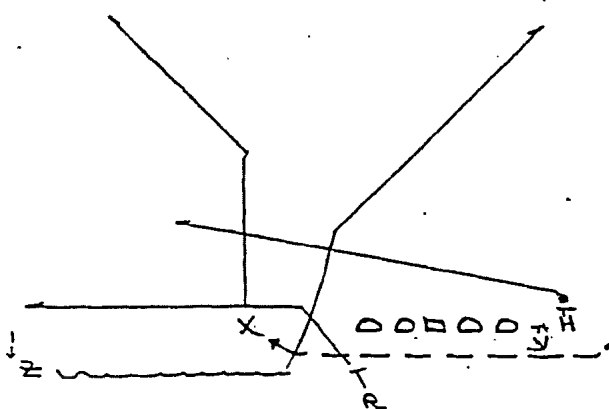
FLASH / LIGHT "Comet"

3rd 2006



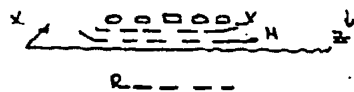
HOP-TR-Zucke

FLASH / LIGHT ZERO 87 (#3) 3⁰⁰2⁰⁰6



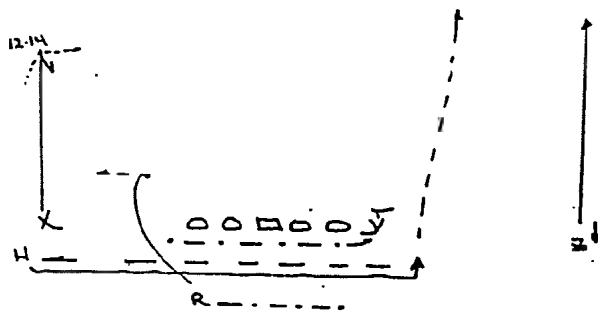
AXE - VICE - ZIP

FLIP - TR - Zucke



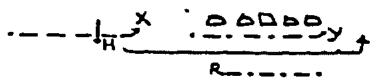
FLASH / LIGHT "HOOK"

3rd 2nd



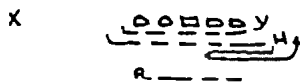
HURRY - DBL - SKEAR

MEX - DBL - SKEAR



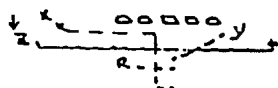
Z

FLIP - TR - FA - WH



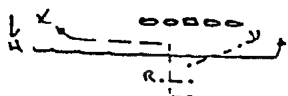
Z

TAXI - WH - Z SKEAR



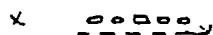
H

TAXI - DBL - SKEAR (we called it GURRY)



Z

"COVEY" - SKEAR - DBL - SKEAR

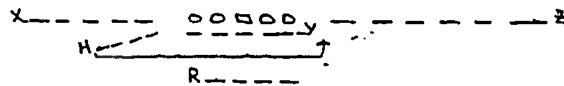


Z

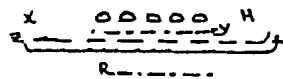
CONT'D FLASH/LIGHT Hook

3RD 7+

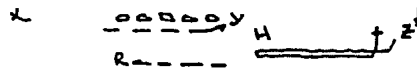
EXPLODE - DDL - SBR



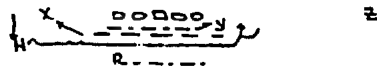
BUZZ - BUKH - ZING



SKIN - TR - FA - ZM

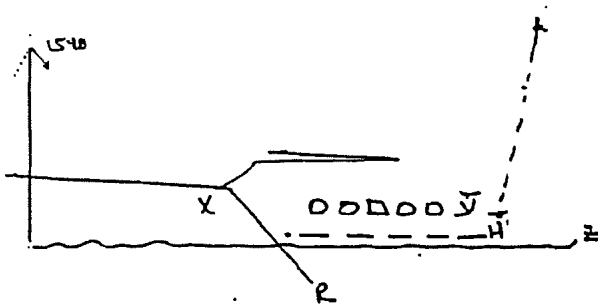


AYE - DDL - SPEAR



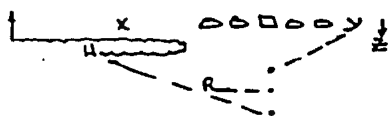
FLASH / LIGHT "6 RUDT"

3¹⁰ 7+

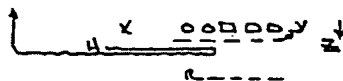


(REG) SHIFT-TR. Zucke

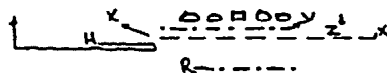
(3w) BURST - close - FA - SPEAR



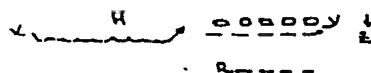
STEAL - close - FA - SPEAR



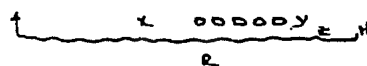
AXE - DBL - FA - SPEAR



STEAL - close - X 10



CLOSE - L - WHIZ

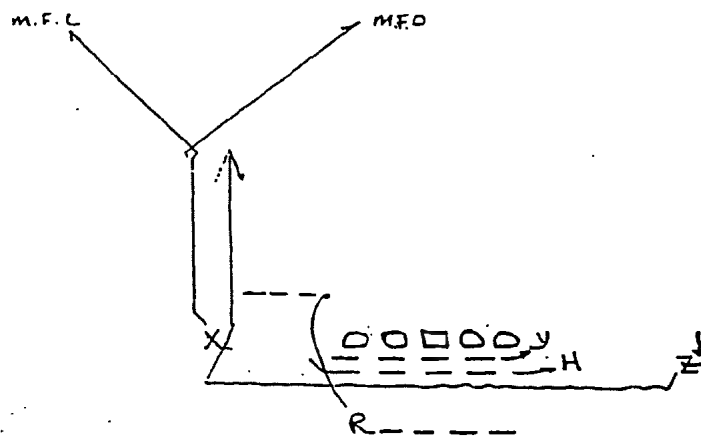


STEAL - close - EXIT

H Y 00000Y 1 x

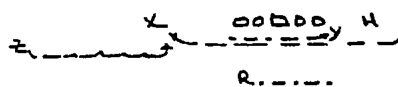
FLASH / LIGHT "TRAIL" (#2)

3rd 7+



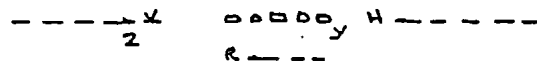
FLIP-TR-Zeeke

AXE-VICE-ZIP



WALK LEAP T6070 DASH

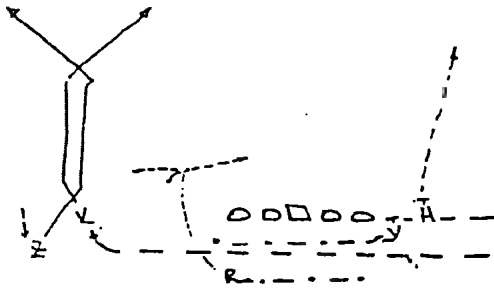
VICE FLIP



TIED WITH SCOT'S HONOA (males)

FLASH / LIGHT STACK (#1)

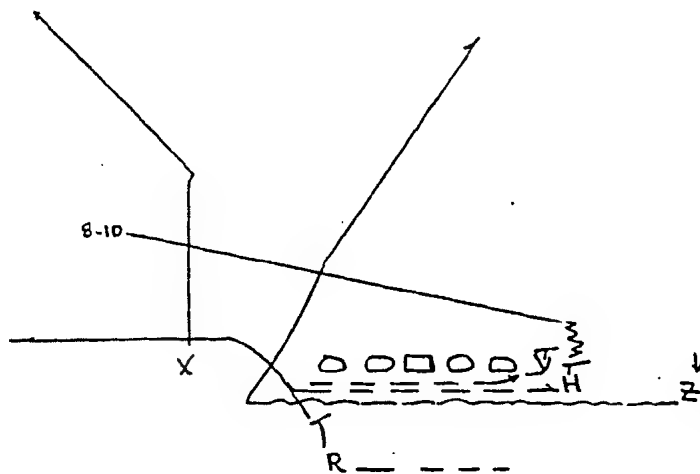
3rd 7⁺



AXE - VICE

4th

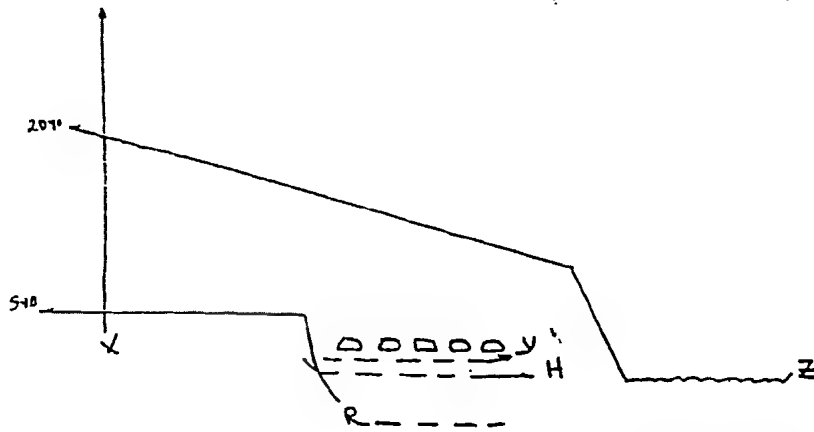
FLASH / LIGHT "Zero 87 (#3) 3rd 7+



FLIP-TR-Zecke

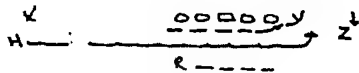
FLASH / LIGHT "LEVEL"

3rd 7+



FLIP-TR-ZIP

STEM - NASTY - SPEAR



Z

H

FILE "D" 87

R

ice

X - - - - - H - - - - - Z

R - - - - -

Flip Turns Zick

H-1

Z X - - - - - H - - - - -

R - - - - -

Buzz Vice

Z-1

Z X - - - - - H - - - - -

R - - - - -

Buzz Vice Fuke Zoom

Z-1

X - - - - - H - - - - - Z

R

Turns Zick

X - - - - -

H - - - - - H

R

HAUK

I X - - - - - H - - - - -

R - - - - -

Axe Vice Zip

X-1

Z X - - - - - H - - - - -

R - - - - -

Stem Vice Fuke Zoom

X - - - - - H - - - - - Z

R - - - - -

Flip Turns Zick

H-1

Z X - - - - - H

R

Vice Zip

PIL SUN

Z - - - - - H

R

Vice

X - - - - - Y
- - - - - H - - - - - Z

R - - - - -

Two Tops Zeke

H-I

X - - - - - Y
Z - - - - - H - - - - -

R - - - - -

Axe Vice Zip

X - - - - - Y
Z - - - - - H - - - - -

R - - - - -

Buzz Vice

X - - - - - Y
- - - - - H - - - - - Z

R

Vice Zoom

Z .. - - - - - H
 Vice R

FIL STAR

X - - - - - Y
 - - - - - H Z
 R - - - - -
 Trip Taps Z like
 H-1

X - - - - - Y
 Z - - - - - H
 R - - - - -
 Buzz Vice
 Z-1



Stem Fuzze Fake Speed



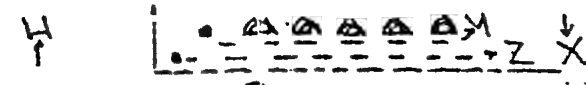
Axe Close Fake Speed



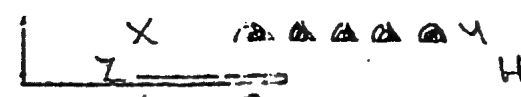
Close Exit



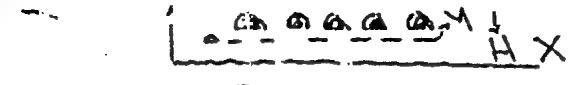
Close Link Whiz



Zebra Group Exit



Vice Fake Zoom



Stem Vice Exit



Vice while knife



Close X IN

Z - - - - - H

R - - - - -

Slide with knife

Z - - - - - Y H

R

EXPLODE TWINS

X ↑ Z - - - - - Y H - - - - - Z

R - - - - -

FLIP TWINS ZIP

X Z - - - - - Y H - - - - -

R - - - - -

STEM TWINS FAKE Zoom

X Z - - - - - Y H - - - - -

R - - - - -

BUZZ TWINS FAKE Zoom

Z-1

Z - - - - - Y H X

R - - - - -

STEM TWINS EXIT (START STRIKE)

X Z - - - - - Y H

R

TWINS ZIP

X Z - - - - - Y H - - - - -

R - - - - -

AXE TWINS ZIP (START DRL)

X-1

X Z - - - - - Y H - - - - -

R - - - - -

BUZZ TWINS ZIP (START DRL)

Z-1

X Z - - - - - Y H - - - - -

R - - - - -

SHUT TWINS ZIP (START DRL)

X Z - - - - - Y H - - - - -

R

TWINS ZIP

FL/W 7

$\% \rightarrow \Delta \Delta \Delta \Delta \Delta Y$
 $H \quad Z$

2

Turks

X A B C D E F G H I

R

Bunch

Z ————— H

Ti₂O₃ + 16H⁺ + 2e⁻ → 2Ti²⁺ + 8H₂O

$$X \cdots \cdot \underbrace{\quad\quad\quad}_{H} \cdots \rightarrow Z$$

Expand TRAIN Take where
ALL From Vice Look

$$H^X \cdot \underbrace{\triangle \triangle \triangle \triangle \triangle}_{Y} \cdot \dots \cdot Z$$

R₄ --- o
Stem Node Search

$X_i \sim \text{Bernoulli}(p_i)$ $Y_i \sim \text{Bernoulli}(q_i)$

222 Vice Rando

4-1

X - △△△△△Y H Z
 R
 Tups
△△△△△Y H Z
 R
 Bunch

X △△△△△Y H
 Z - - - - - H
 R
 Tups Zinks - Zoom
 X △△△△△Y H
 Z - - - - -
 R
 Vice Zinks

X △△△△△ - - - - - Z
 H - - - - -
 R - - - - -
 Stem Double Shear

X △△△△△Y H
 Z - - - - -
 R - - - - -
 Buzz Walk Z Shear
 Z-1

X △△△△△Y - - - - - Z
 - - - - -
 R - - - - -
 Explode Double Shear
 All

X △△△△△Y - - - - - Z
 H - - - - -
 R - - - - -
 Axe Double Shear
 X-1

X △△△△△Y H - - - - -
 Z - - - - -
 R - - - - -
 Buzz Tups Zinks
 Z-1

X △△△△△Y H Z
 - - - - -
 R
 Tube Zoom out

X △△△△△Y Z
 H - - - - -
 R - - - - -
 Next Double Shear
 X-1 (X IN)

X △△△△△Y H Z
 R - - - - -
 Flip Tups Fake whiz
 H-1
 X △△△△△Y H Z
 R - - - - -



Flip Train Fake whiz
 H-1
 X △△△△△Y H
 Z - - - - -
 R - - - - -
 Stem Vice - Walk Z Shear

X  Y H Z
R

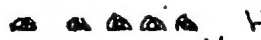
Tails

X  Y H Z
R

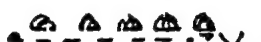
Bunch

X  Y H 
Z R

Tails Zink - Zoom

X  Y H
Z R

Vice Zink

X H  Y
Z R

Stem Double Stroke

Y-1

X  Y 
Z H

Stem Tails Zink

Y-1

FL/Li S